THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE

SEGA No.1 FOR SATURN

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NOVEMBER 1997



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PREVIEWS

REVIEWS

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NEWS



Great things are afoot here at SEGA SATURN MAGAZINE. This issue, we've completely redesigned the reviews section to provide better analysis of the latest releases - that means more critical comment as opposed to mere description, more screenshots, and basically more of everything. Where appropriate reviews are also bigger, meaning that generally from now on Showcase coverage will appear a month or two before the review. This is just one example of how SSM will improve... I suppose the big news is that we're increasing our CD cover-mounts from now on. Some of the stuff we have lined up between now and the New Year will blow you away - trust me. Cheers-ears!

Rich Leadbetter,
Editor

Game Show News

Game Show storms Tokyo: Saturn reigns supreme... again!

Biggest Tokyo Game Show to date ■ Impressive Saturn presence ■ Sega unveils the awesome Shining Force III ■ Konami commits to Saturn development ■ Huge third party support



Wish you were here? The location of the latest Tokyo Game Show.



Sega's booth played host to some amazing new games such as Shining Force III!

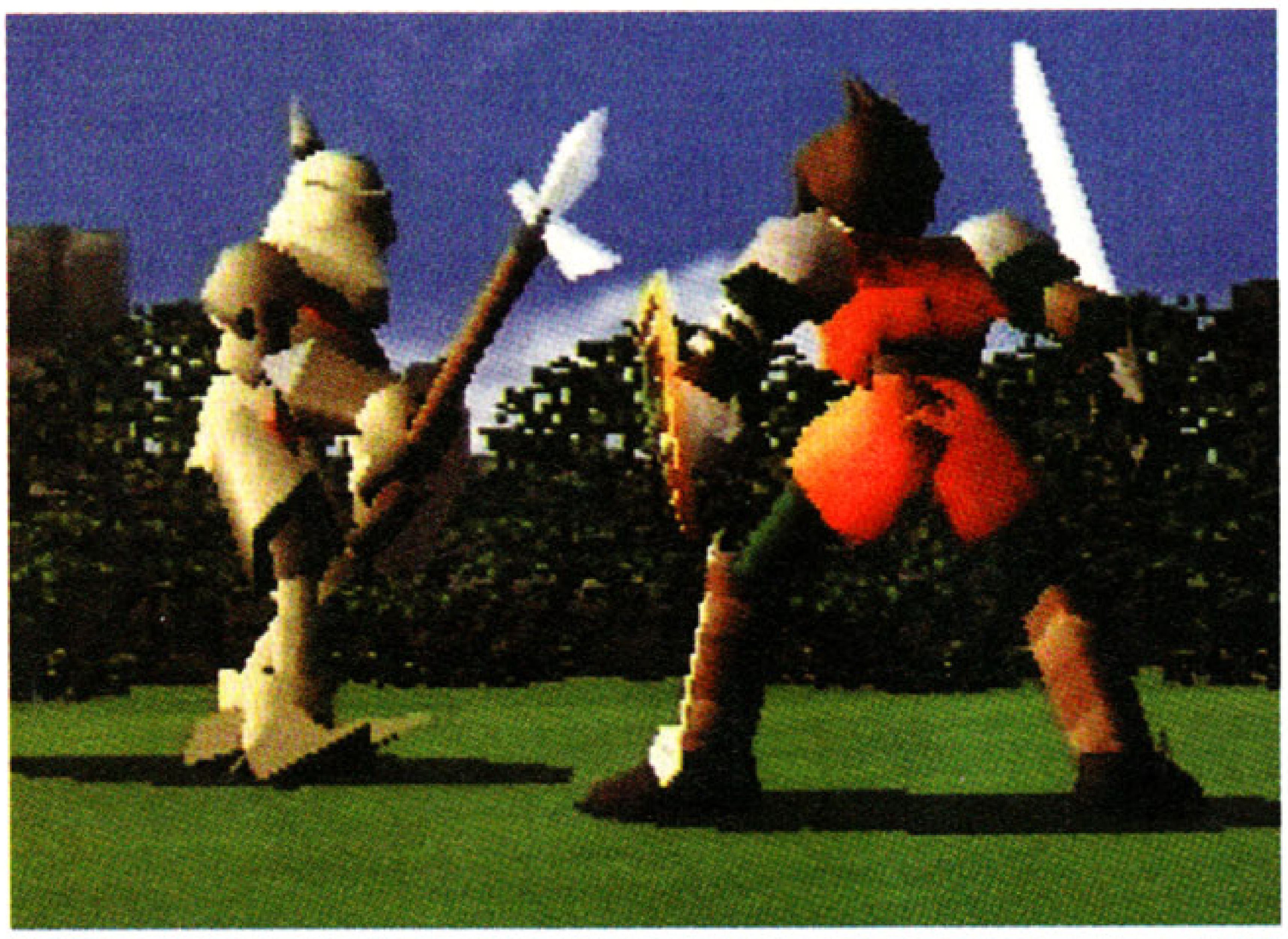
AS THE SINGLE MOST IMPORTANT video games event of the year, the Tokyo Game Show Autumn '97 proved to be yet another Saturn success story. Held at the Makuhari Messe from Friday September 5 to Sunday September 7, the show was packed to capacity with more than 140,000 gamers braving the scorching sun to get a glimpse at the latest console titles currently in development. This year the event was over 50% bigger than the previous show held in the spring, officially making the Tokyo Game Show the largest computer game exhibition in the world. Over the course of the following three days over 100 companies demonstrated more than 500 games, many of which were never seen before titles.

While both the PlayStation and Nintendo64 received their share of the limelight, it was the Saturn that emerged as the machine of the show. With Japanese developers firmly committed to supporting Sega's 32-bit system, there were some truly stunning titles to be glimpsed.



Dead or Alive: full coverage next issue.

Sega...
Innovation and Experimentation


Shining Force 3: stunning rendered visuals.


Just wait until you see this game move...


Wolf from Virtua Fighter is back in the ring!

AS WELL AS such previously seen smash hits as Panzer Dragoon Zwei, Sonic R and a finished Sega Touring Car Championship, Sega announced a handful of new titles at the show. As at the E3 show, Sega was keen to emphasise its policy of quality over quantity.



SHINING FORCE III

Following the success of both Shining Wisdom and Shining the Holy Ark, Team Sonic are currently deep into the development of what should be the RPG event of the next 12 months. Shining Force III looks set to be an epic Saturn adventure and it's one which will be split into three separate scenarios. Part One is scheduled to be released in Winter 1997, Part Two in Spring '98 and Part Three in Summer '98. Although the scenarios take place one after another, with different characters in different locations, the outcome of one scenario affects the next scenario. In effect your actions have a direct influence on the future. Besides this new game feature, the graphics have also been enhanced.

ALL JAPAN PRO-WRESTLING: FEATURING VIRTUA

With this year being the 25th anniversary of the All Japan Pro-Wrestling Federation, Sega has decided to release a tie-in game. However, unlike other wrestling games, Sega has instead opted for an unprecedented level of realism. With famous pro-wrestlers from around the world participating in the game's development, the latest motion capture technology has been used to create super-realistic wrestling action. Plus VF characters Wolf and Jeffry are featured as well.

Shining Force III looks like being one of the most ambitious RPG projects ever devised!

Konami
back for good

AFTER SEEMING TO FAVOUR THE PlayStation for a while, Konami is now showing its firm support for the Saturn with some excellent conversions. However, instead of just simply copying the PlayStation versions of each title, Konami is enhancing each conversion with revised and improved sections to take advantage of the Saturn's extra capabilities as well as adding all new features to make each title a Sega exclusive. With both Capcom and now Konami revealing their commitment to the Saturn, Sega's 32-bit marvel faces a healthy future indeed. Although Konami has backed away from the Saturn in the UK, it's possible that Sega may pick up such top titles as Suikoden and Vandal Hearts.

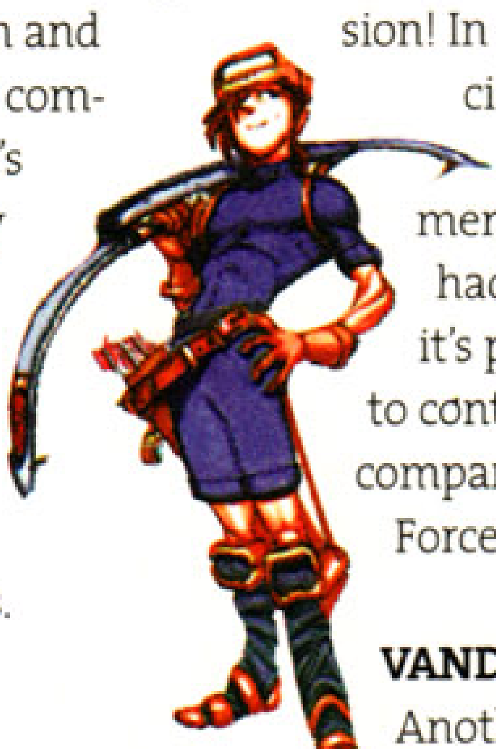

Games like this prove that Konami are no longer ignoring the lucrative Saturn market.


How about Saturn Metal Gear Solid, Konami?


Now let's see these games in the UK!

GENSO SUIKODEN

This excellent RPG is finally coming to the Sega Saturn but it's no simple port... this is the 120% version! Never before seen places, monsters and events will feature in this EXCLUSIVE Saturn version! In particular, there will be a special rendered opening movie and major graphical improvements. Saturn owners have always had the pick of the RPG crop and it's phenomenal run of luck is set to continue with a title that easily compares with the likes of Shining Force and Dark Savior.



VANDAL HEARTS

Another PlayStation conversion undergoing the Saturn treatment with Improved graphics, a revised game system, new maps and an original rendered movie. Mixing traditional RPG elements with a heavy dose of realtime battles, Vandal Hearts is a unique Konami title and one that benefits from extensive replay. Definitely one to watch for.

REAL J-LEAGUE BURNING STRIKER

Konami is famous for its legendary sports games with soccer titles such as ISS Pro currently giving even Sega's mighty WWS '97 a bit of a kicking. Now for the first time, Konami is producing a soccer game for the Saturn. Real J-League Soccer should be a blast with well-animated characters, tight control and enough options to keep even die-hard footie fans happy.

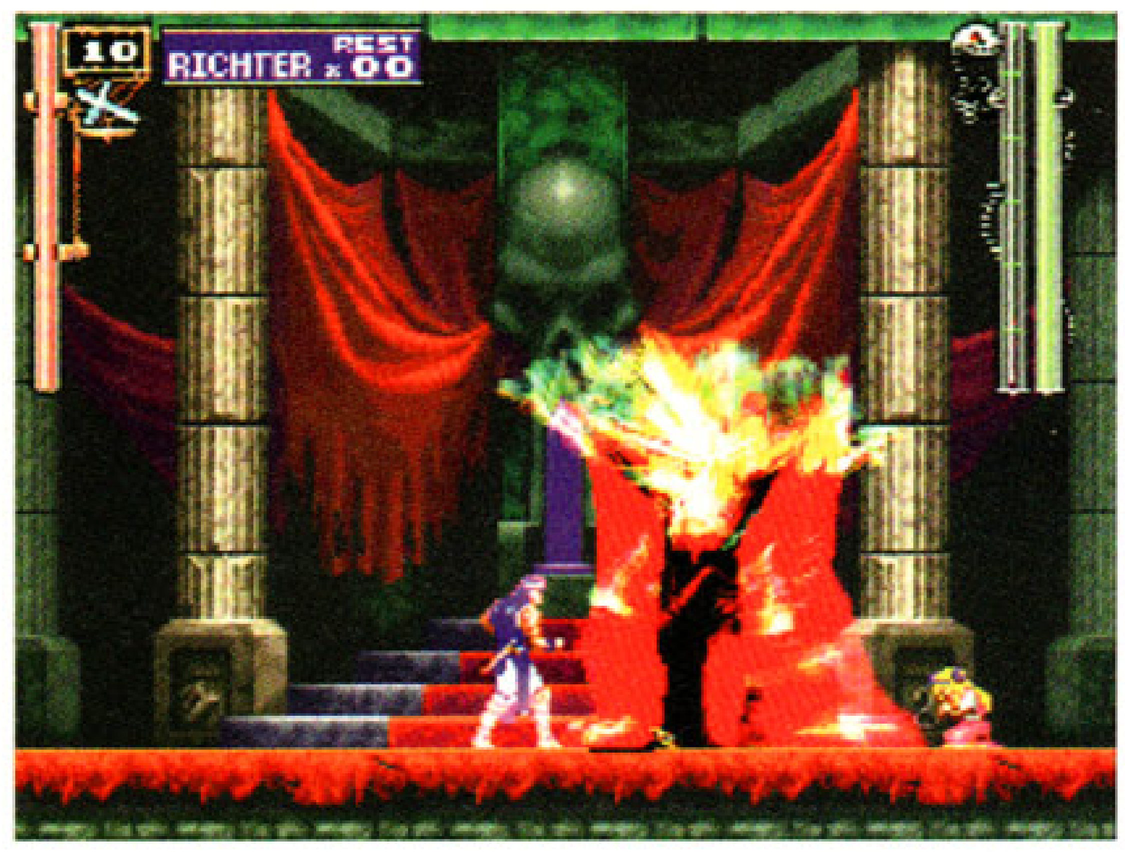
Tokyo Game Show Announcement

Castlevania: Dracula X

Konami bring Super NES classic to Saturn ■ Exclusive levels and features ■ Stunning 2D with a distinguished pedigree ■ Japanese launch soon ■ UK release in doubt



Castlevania is a magical game on PlayStation and Konami are promising an enhanced Saturn rendition! Rejoice!



The Saturn version should be identical, if not better than, the PlayStation game (pictured).



This is a vast game, packed with excitement.

WITH KONAMI'S NEWFOUND commitment to the Saturn comes a potentially mind-blowing library of titles just begging to be converted. As previously mentioned, the 32-bit onslaught begins with Genso Suikoden and Vandal Hearts but it's Konami's forthcoming Dracula X that holds the most possibilities.

Ranking alongside Mario and Sonic as one of the most successful platform series in the history of video games, Castlevania is back, and in style! While the platform genre seems to be going through something of a 3D redesign, Castlevania is sticking to its 2D roots. As 2D remains the Saturn's strong point, it makes perfect sense for Konami to take their most famous title to the extreme with the addition of extra levels, monsters and secrets that never appeared in the PlayStation version. The game begins by transporting players back to the final level of the SNES classic, Castlevania IV, as they initially take on the role of Richter (originally called Simon) and battle that nefarious night-stalker, Dracula! With the defeat of that dastardly blood-sucker comes the revelation that the Dracula legacy has now been passed onto his equally nasty son, Alucard (yeah, that's Dracula backwards) who also just happens to be a Belmont. Castlevania fans will know that the Belmont's are the heroes of the previous games in the series and tough vampire hunters. Unfortunately, Alucard is only half-vampire and his powers are nowhere near as powerful as his father's. However, to compensate for this, our dark hero has been granted certain abilities that his dad could only have dreamt of!

Castlevania's many challenging stages always provide players with some nail-biting video game moments and Dracula X is no exception. With countless cunning levels, some of which feature mirrored backgrounds, rotating screens and hidden passages, players are required to explore every inch of the game's spooky castle setting. The Japanese version of Dracula X is nearing completion, with a release date set for late November.

As for a UK release... well, Konami UK aren't saying much at this time.



The imagination behind this game is just unbelievable. The bosses are just really cool.



This should be a very cool Saturn title.



Konami UK: RELEASE THIS! Oh go on...

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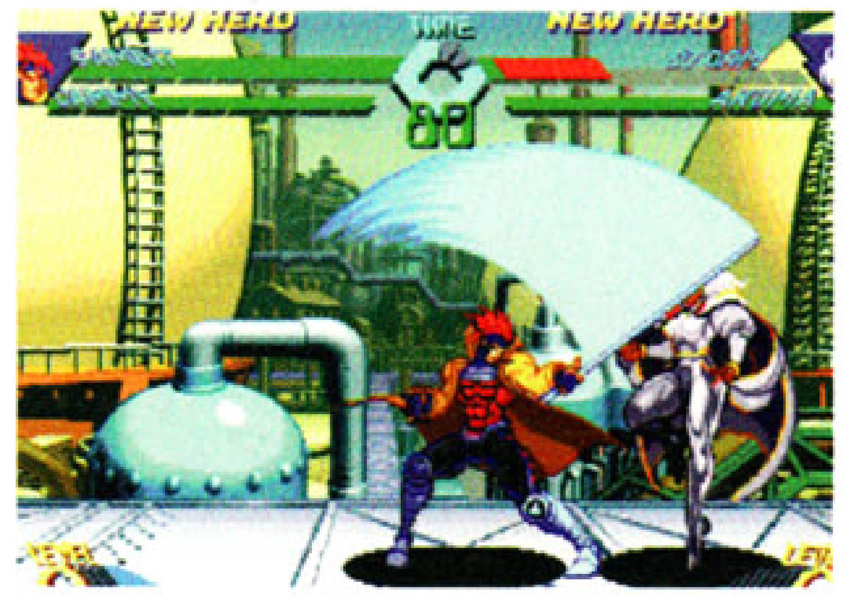
Game Show Classic

X-Men versus Street Fighter!

First 4MB RAM cart game revealed at Tokyo Game Show ■ Capcom have done it again with another wondrous translation! ■ 80% complete version now entering bug-testing phase



The Saturn version of this great game looks indistinguishable from the arcade original.









The Street Fighters' supers look amazing!

THE TOKYO GAME SHOW WAS A great success for the Saturn, showing that the machine has a bright future ahead of it in the Land of the Rising Sun. The machine has quickly become the gamer's choice, simply because more of the top arcade games are arriving for Saturn than on any other machine. Case in point: X-Men vs Street Fighter!

Put simply, the Saturn is the only machine that has even the smallest chance of bringing the Capcom arcade smash to the home... and even then, Capcom have only managed to achieve this by making use of a massive RAM upgrade for the Sega machine (which Japanese gamers may have to purchase separately). Judging from the 80% complete version of the game on show, Capcom have once again performed wonders with some ace work.

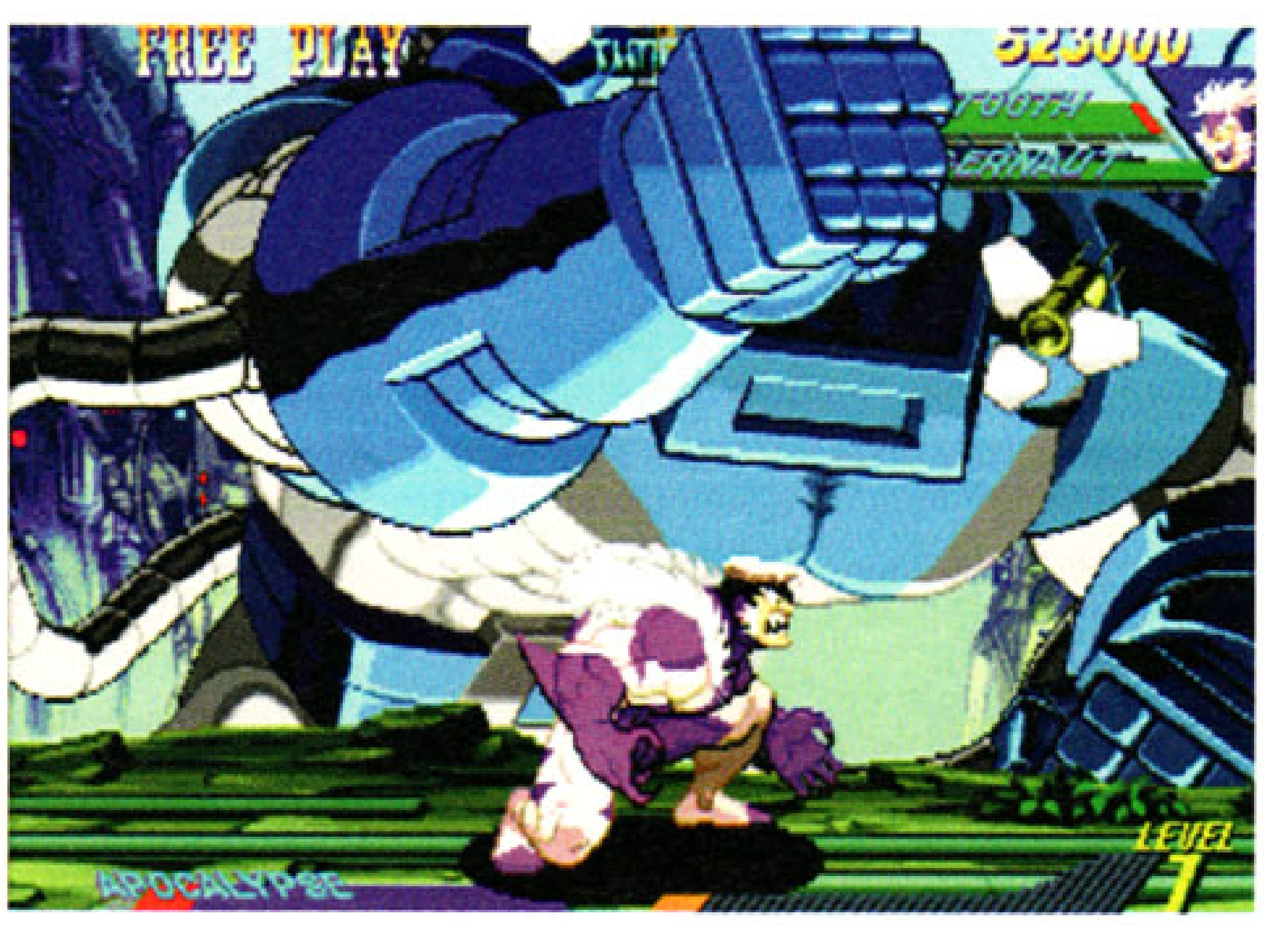
So what's the deal? Surely after the senses shattering conversion of Marvel Super Heroes, Capcom couldn't possibly top themselves? Well, the big innovation in X-Men vs Street Fighter is the fact that players choose TWO characters to battle with. It's possible to switch between the two during play and perform mind-shattering super moves with both fighters simultaneously! With both players having two characters in memory, that's over double the character animation of a game like Marvel Super Heroes or Street Fighter Alpha. Put simply, without the extra memory to cope with it all, the Saturn (or indeed any home machine bar perhaps the Neo Geo CD) wouldn't be able to play host to that much animation. Hence the new RAM cart, which will enable the Saturn to boast arcade perfect ports of the likes of Vampire Savior, Marvel Super Heroes vs Street Fighter and maybe even Street Fighter 3...

The version of X-Men vs Street Fighter seen at the show seemed to be pretty much complete. All of the characters have now been coded in and visually the game is a near-perfect match for the visually sumptuous original. As expected, gameplay-wise, X-Men vs SF is a stunning replica of the acclaimed coin-op.

This is an eagerly awaited game in Japan... and the bad news is that the game might not make it out of Japan. Word has it that Sega Europe have investigated bringing the 4MB RAM cart over, but the cost could well be very prohibitive. Even in Japan the game and cart is going to be very expensive... Hopefully we'll have some news for the next issue...



Apocalypse doesn't look THAT tough, does he?



Guess again! That's just his body on-screen. He's enormous!

New Game Update

Dead or Alive...
you're coming with me!



The bounciest game ever hits the Saturn!

Standing out as one of the highlights of the JAMMA show was Tecmo's eagerly awaited 3D beat 'em up, Dead or Alive. In development for the past two years, DOA was originally released in arcades as a well-received coin-op. Utilising the Model 2 board, Tecmo pushed Sega's proven hardware even further with incredibly detailed characters, stunningly smooth animation, the addition of explosive ring-outs and female fighters with big, bouncing er... attributes. Needless to say, fan expectation has been high for a perfect Saturn conversion and Tecmo were more than willing to oblige with massive queues packing out its stand at the show.

The game features eight martial arts experts beating each other senseless with an extensive range of move, many of which will be more than familiar to seasoned Virtua Fighter players. Combat takes place in a variety of exotic locations with each stage being surrounded by a mine field of explosives which are detonated by players being forced out of the ring.



If 60fps high-res game play wasn't impressive enough, the home version of Dead or Alive contains some stunning Saturn only features including a high-quality rendered intro, tournament and training modes, and even secret costumes such as Tina's sexy cat suit and Kasumi's risque bunny girl outfit.

The good news for UK Saturn owners is that Acclaim has already acquired the rights to unleash Dead or Alive over here and a pre-Christmas release is in the pipeline. More next issue.

The Saturn version of Dead or Alive is just as... bouncy as the original arcade machine!



Awesome coverage in the next issue!

New Game Round-up

The Best of the Rest

Third parties show strong Saturn support ■ Top 2D and 3D titles in the pipeline ■ SNK, Atlus and Hudson Soft lead the pack ■ Loads of import games on the way!

WHILE THE BIG GUNS WHEELED OUT their latest titles to the delight of attendees, its was Japan's third party companies that gave Saturn owners a real show of force. Surprise appearances from the likes of Hudson Soft's new Bomberman game and Tecmo's awesome Dead or Alive proved that Sega's ability to retain high-profile licensees is as powerful as ever. From puzzle games and RPG's to shoot 'em ups and driving titles - there was something at the Tokyo Game Show for everyone.

ATLUS
Princess Crown
This beautiful looking action RPG's main feature is the incredibly smooth character animation. With over 15,000 sprite patterns Princess Crown was certainly one of the most visually impressive titles at the show.



Loads of animation and cool spells.

BANDAI
Tamagotchi
The Virtual Pet craze continues! Bandai's multi-million selling cyberpet makes the leap from handheld widget to fully-fledged console status. Should be a massive hit.

ESP
Shining Force III was supported by a very strong line-up from ESP. Currently hard at work on Grandia (the game is pencilled in for a pre-Christmas release in Japan) ESP also has an amazing selection of quality RPG's in the pipeline. On display were the dark, Gothic -style Baroque, Shining Wisdom-clone Chaos Seed, and the eagerly-awaited Lunar: Eternal Blue. Another surprise arrived in the form of Treasure's Gun Griffon II as it had previously been announced that Silhouette Mirage would be the companies last Saturn title!

JALECO
GT24
An exciting 24hr endurance race with super realistic racing action. While some of the background textures may look a little on the blocky side, Jaleco assures us that the finished product will be blindingly fast.

Ninja Jaja Marukun
A 3D ninja action game with both stealth and tactics required to penetrate your enemy's castle and complete your mission. Similar in visual style to Nintendo's Goeman series, Ninja Jaja Marukun is a really cute platformer with plenty of potential.

MEDIA QUEST
Layer Section II
Taito's awesome arcade masterpiece receives the Sega Saturn treatment with the addition of new ships and an original Attack Mode. Could be a Thunderforce V beater.

MICROCABIN
Noon
A bizarre kind of action puzzle game featuring a unique Scenario Mode, allowing you to select from six characters each of which has a different story, and a Battle Mode providing some nifty four-player action. While Noon may look confusing, our sources say it's an intriguing puzzler.



Noon is a weird game, that's for sure.

SOFT OFFICE
G Vector
A high speed 3D action shooting game. Polygon bad guys and smart power-ups could make G-Vector a surprise hit.

SUNSOFT
Astra Super Stars
From the same creators that brought you Waku Waku 7 comes an all-new fighting game. Set in the strange psychedelic world of Astra, this 2D beat 'em up highlights the battles of eight characters who fight to obtain the Lucky Stars, a gift from the gods! The stages are called Battle Fields, areas in mid-air floating fights take place. Will come with an optional RAM cartridge to improve loading times and enhance the graphics and gameplay.



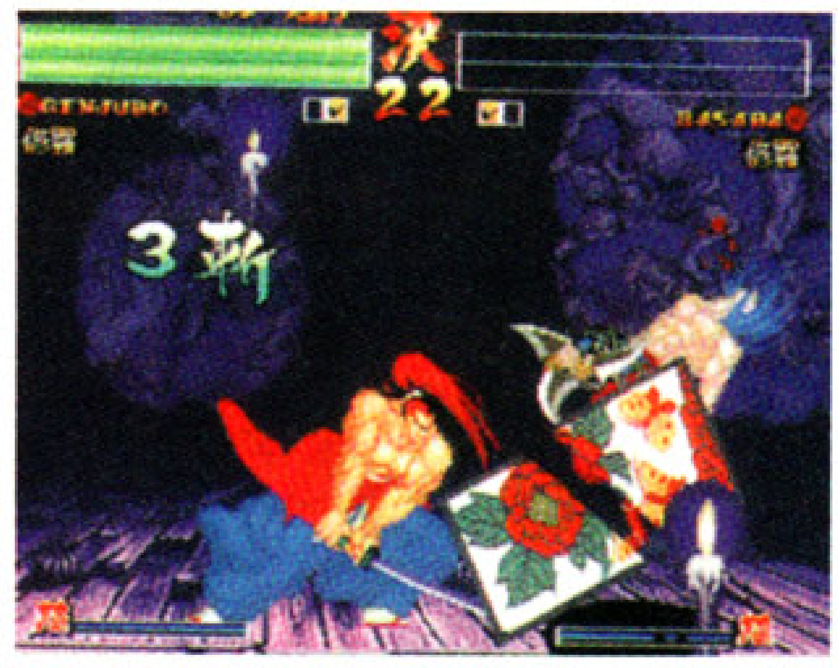
Astra Super Stars: 2D beat 'em up mayhem.

SUCCESS
Cotton 2
High quality arcade conversion of a very polished two-player action shoot 'em up. Only just released at the arcade and shown at the JAMMA show, the game features a witch heroine on a broomstick. Players use their magic to defeat the forces of evil and destroy screen-hogging bad guys.

SIEG
Spark
In the latter half of the 24th Century, with the use of Human DNA Transfer, psychic energy has become a weapon. Those capable of using it fight in a booby-trapped Colosseum. Bit of a Bomberman clone but some decent features make Spark shine.

SNK
Samurai Spirits IV
SNK's classic feudal fighting series continues with the forth outing for Galford and friends. More bizarre characters, blood-spurting action and smart swordplay are expected. We should have an import version in next month.

Real Bout Special
More Fatal Fury action with Andy Bogard and the boys. Regarded by fans as the best game in the series, the Saturn version uses the standard SNK RAM cart for superior animation and detailed backgrounds.



The Samurai Shodown series continues.

SPIKE
DJ Wars
The Saturn's answer to Parapa the Rapper, this streetwise title allows players to mix it up with 20 of the best DJ's in the business. Remix tunes, outscratch your pals and gain vital street cred! Bangin' choons!

XING
Prisoner Of Ice
You are Bruce Bryan, a young American agent during the pre-World War II years. Players fight to eliminate the threat of the Prisoner of Ice, a hideous life form capable of gruesome carnage. A real time horror adventure similar to Enemy Zero.

HUDSON SOFT
Saturn Bomberman: Fight!
An unexpected release from Hudson is this 3D version of Bomberman on the Saturn. In fact the game almost went unnoticed at the Show. While the Saturn may not excel at 3D, Hudson makes up for this with its ingenious gameplay. Up to four players can battle each other with a range of explosive devices. Due out in December.

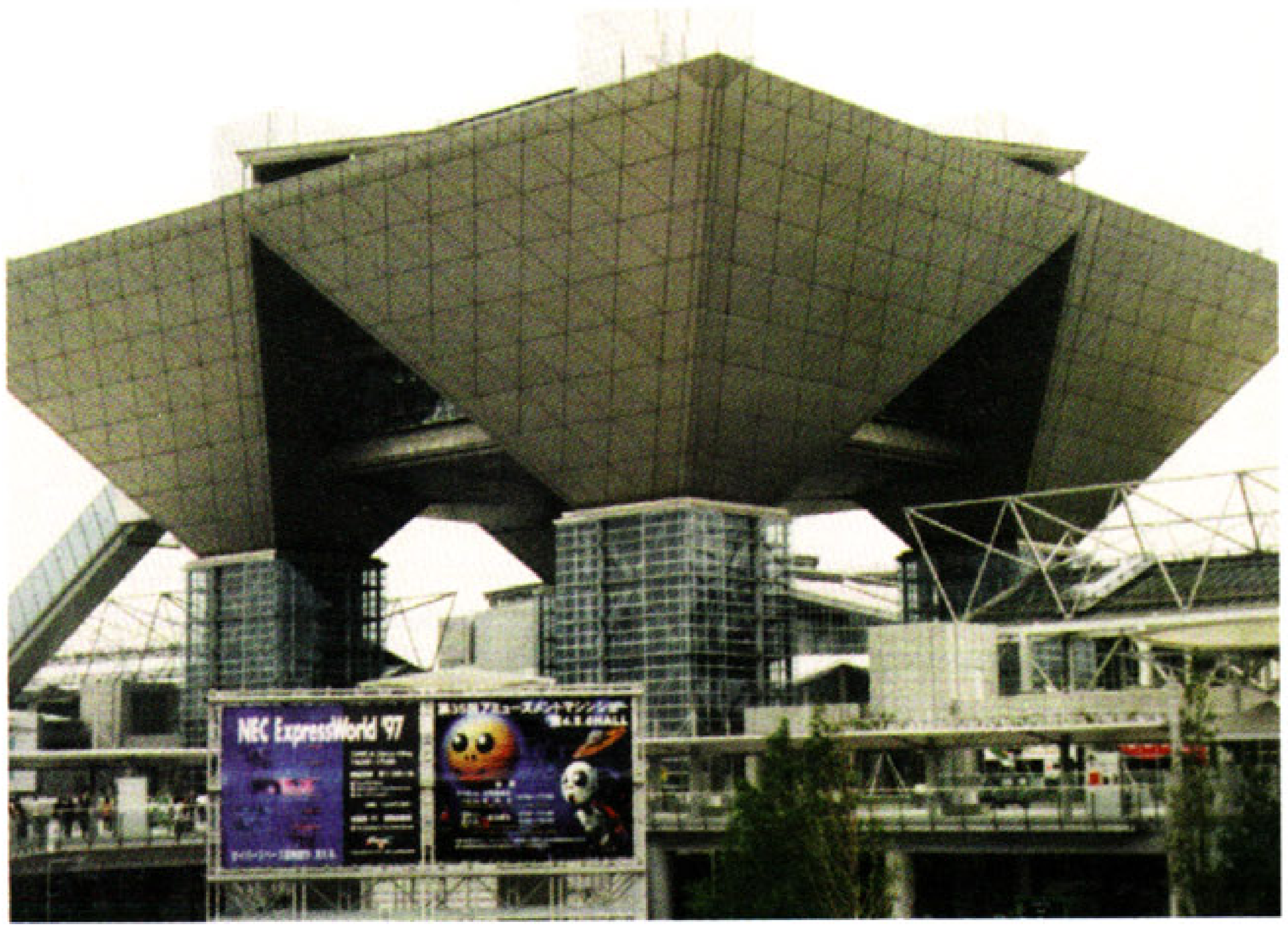


More explosive Bomberman action on Saturn.

Acarde Show

This is Jamma Hot!

Latest coin-ops thrill players...





Sega has more coin-ops than anyone!



The finished Fighting Wu-Shu. Awesome.

With the strong revival of the Japanese arcade industry in full swing, everyone was eagerly awaiting the world's greatest coin-op show.



SNK's new 64-bit hardware in action.

THIS YEAR THE 35TH AMUSEMENT Machine Show (JAMMA) was held between September 18th-21st at its new location, Tokyo's must luxurious exhibition centre, The Tokyo Big Site. The new surroundings certainly gave the show a new up-beat image and as a result all the exhibitors at the show went out of their way to polish up their image and create some visually impressive booths. Huge videos screens and imaginative displays livened up the normally sombre atmosphere considerably. With the strong revival of the Japanese arcade industry in full swing, everyone was eagerly awaiting the world's greatest coin-op show.

Although Namco had the largest space at the show, no-one could compete with Sega for sheer number of games shown. With no less than 10 games on display, Sega dominated the show with an incredible range of diverse and original arcade offerings. In particular, Virtual On: Oratorio Tangram, the sequel to AM3's hit robot fighting game has been completely revised using Model 3 technology and was without a doubt the game of the show. Also on display was Get Bass, a fishing simulation game where you actually hold a real rod! Once again Model 3 technology was in full effect for the most realistic fishing experience this side of the real thing.

Namco certainly scored a big hit with Motocross Go, with the company's motorcycle game using their new System 23 hardware. However, the game everyone was talking about was Rapid River. Sitting in a rubber dingy shaped seat players must rotate the game's life-size paddle to navigate rivers, white water rapids and waterfalls. Incredible effects and amusing graphics ensured it's popularity.

Konami finally revealed the long awaited Fighting Wu-Shu to great appreciation from avid arcade gamers. In addition, its second Cobra Board game, Racing Jam was also playable for the first time. This drew large crowds all through the day.

Taito had a playable version of the awesome Psychic Force 2 running on its new Wolf Board. Although still early in development it's already looking very promising indeed.

SNK's Samurai Spirits 64 is quickly approaching completion. The JAMMA show version was 85% complete and since the company's private show it has progressed considerably with many new attacks added to each character and tighter backgrounds.

Capcom's booth was divided between consumer and arcade divisions with the company obviously lacking sufficient new games to completely fill its booth. While Street Fighter III: 2nd Impact was very popular the largest crowds were gathered around Capcom's new 3D fighting game, Rival Schools.

For more information on Capcom's awesome new arcade games, including SF III, Rival Schools and Super Gem Fighter, turn to Coin-Operated NOW!



One of the top games of the show, Fighting Wu-Shu utilises Konami's new Cobra Board.



The upgraded version of Virtua Fighter 3.



Plenty of knicker-flashing in Rival Scools.

Competition

Win A TOP SKATER T-Shirt!

No, get your hands off 'em. They're our freebies and we're not giving 'em away to anyone, even if they are three sizes too small! Okay, so you've twisted our arms. If you're really after a cool Top Skater promo t-shirt, courtesy of those streetwise types at AM3, then you're in luck. SEGA SATURN MAGAZINE has a bag full of these trendy items and we're gonna just give 'em away to the first readers who can answer this basic question:

If you think you know the answer, send your entries to the usual address and mark them SIDEWALK SURFERS. Correct answers will be drawn at random and each winner will receive a swanky Top Skater t-shirt. Skateboard

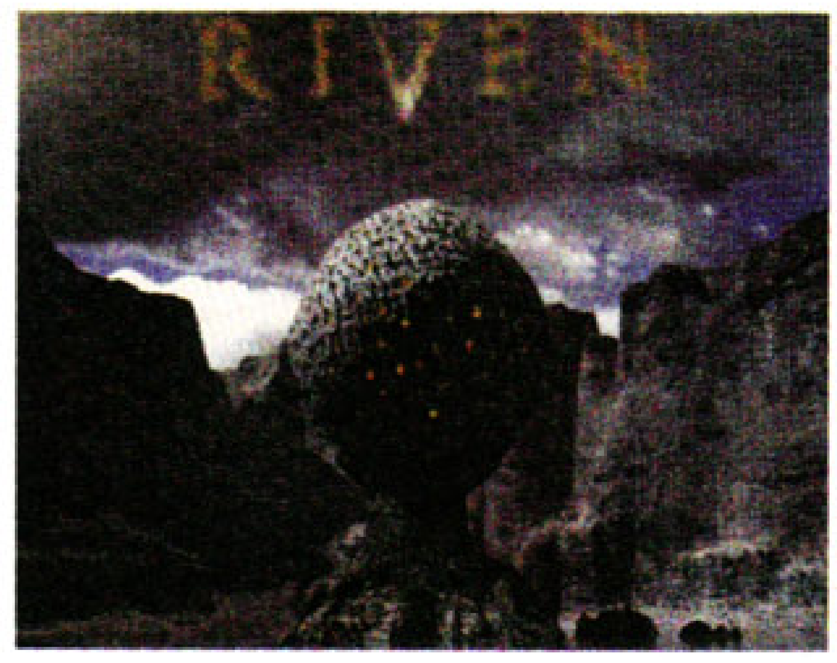


ECTS Announcement

ACCLAIM SNAGS RIVEN: Myst sequel arriving soon



Looks lovely eh?



This Myst sequel should go down pretty well...

Fans of the epic graphical adventure Myst, should be gnashing their teeth in anticipation of the imminent sequel. Originally set to be released in the UK by Sunsoft, Riven has instead been picked up by Acclaim. This move comes as something of a surprise considering that Acclaim has recently stated its decision to slim down its future Saturn releases. On the other hand, Myst has retained a constant position in the PC games chart and even the Saturn version achieved considerable sales.

Riven continues the proud tradition of Myst by plunging players into stunningly realistic world where their skills are required to solve an ancient mystery. However, completing this task will take many hours as players visit more than 7,000 locations and watch some incredible FMV sequences. Although the recent ECTS show was something of a disappointment for Saturn owners, lacking the big titles and surprise announcements of its Japanese counterparts, the show did give SSM its first glimpse of of a playable Riven. The results are certainly encouraging although the game may face some stiff competition from Sega's own graphical adventure, the Cryo-produced Atlantis. Riven is scheduled for release in the UK sometime in December and we'll bring you a full preview as soon as possible.

Awesome rendered visuals are the hall mark of Riven, the sequel to the classic Myst! The Saturn version is in the final stages of development as we speak

Promotion

LAVA-LY!

]So you thought Dante's Peak had some cool special effects eh? Well you'd be right. And if massive disaster on an awesome scale is your kind of thing, we recommend you check out Volcano, starring a certain Tommy Lee Jones (The Fugitive, Batman Forever et al). The basic plot sees the city of Los Angeles play host to an enormous active volcano which sends ash and lava flying all over the town, and it's up to Mr Jones and his winsome female pal to divert the molten onslaught and save lives. We've got a few, totally exclusive Volcano goodie bags to give away (worth around £300)... if you can answer this one, simple question:

What role did Tommy Lee Jones play in Batman Forever?

Send your answer to VOLCANO COMP, Sega Saturn Magazine, 37-39 Millharbour, London E14 9TZ.



Rich saw Volcano when he went to LA in May...





His verdict? Quite entertaining, actually.

News in Brief

Sega Europe has confirmed that work has begun on a Saturn conversion of the brilliant arcade light gun shooter, House of the Dead. Few details are available yet, but an early version of the game has already arrived at Sega's HQ. An Easter release for next year is planned. Rest assured, SEGA SATURN MAGAZINE will get its hands on the game just as soon as is possible.

In a bid to quell the rumours surrounding the development of the Dural Project (Saturn's all-powerful successor), the Japanese arm of Sega released a statement telling Saturn fans to look forward to the best year of Saturn software yet. A great deal of titles are due to be announced at a series of "Digital Circus" Japanese roadshows taking place in October and November. In fact, Sega are boasting that this is their greatest line-up of games to date, even eclipsing the "Big Three" of 1995: Sega Rally Championship, Virtua Cop and Virtua Fighter 2. Just what titles are going to be announced remains unclear, although House of the Dead is a cert. Sega's bullishness has convinced some that Saturn Virtua Fighter 3 might actually be one of the games mentioned... News next ish...

The Internet was rocked by the apparent leak of detailed specifications for the next Sega system, code named Dural. The specs quoted are obscenely powerful: the machine apparently has 16MB of RAM (as opposed to the Saturn's two!), a custom CD drive plus a super-powerful PowerVR graphics accelerator chip. Sega has also partnered up with Yamaha for the sound chip and with Microsoft for the operating system behind the beast. Expect no concrete news until E3 next June...



Personality Profile

NAME: Matt Yeo

CURRENT ALIASES: Er, Matt.

POSITION: Deputy Editor, Master's right-hand man

JOB DESCRIPTION: Jack-of-all trades. Writes, spends far too much time on the phone/internet, checks everyone's work for the usual daft mistakes, receives large bribes from desperate PR folk, keeps team moral high with the latest Star Wars Prequel news.

SPECIAL SKILLS: Ability to clutter up desk with combination of crap plastic action figures and empty Coke cans. Degree-level design skills but opts for "easy" life as a writer and production type bloke.

CAREER HIGHLIGHTS: Spent six months on Mean Machines Sega resulting in cancellation of title. Oops. Being given the opportunity to work with a top bunch of lads on Sega Saturn Magazine. And Lee. Meeting Joanne Guest at last year's ECTS, grinning from ear-to-ear and only managing to utter the words "Huuifi dhig..."

LIKES: Star Wars, video games, Capcom beat 'em ups, Square's awesome odyssey that is Final Fantasy VII, Star Wars, action figures, my new house, my luverly missus and er.. have I mentioned Star Wars? *(yes - Rich)*

DISLIKES: Deadlines, most of the population of London, software houses that fail to come up with the goods on time or at all (you know who you are!) Hmmmm.

MAGS READ: Wizard, ToyFare, Empire, FHM, Titan's Official Star Wars Magazine, CVG, Thunderbolts, JLA.

ALL-TIME FAVOURITE GAMES: The original Star Wars arcade game, Street Fighter Zero 2, Final Fantasy VII, Tekken 2, Jet Set Willy, Ghostbusters and House of the Dead.

SPEAK YOUR BRAINS! SEGA SATURN MAGAZINE is in the midst of a complete overhaul, taking the mag into the millenium! If you have any ideas on stuff you'd like to see in the mag, write into MY IDEA IS... SEGA SATURN MAGAZINE, 37-39 Millharbour, London E14 9Tz...

HMV CHARTS


Week Ending September 29th

KNOW HMV • KNOW GAMES

Send us your top ten titles and you could win a free Saturn game! Post your choices to READER CHARTS, SEGA SATURN MAGAZINE, 37-39 MILL HARBOUR, ISLE OF DOGS, LONDON E14 9TZ. We give away exclusive preproduction silver CD games to those who win! **READERS CHARTS**

	HMV CHARTS		SEGA PARK CHARTS		READER'S CHART
1	Resident Evil	1	House of the Dead	1	Fighters MegaMix
2	WipEout 2097	2	Virtua Striker 2	2	Sega Rally
3	King of Fighters '95	3	Scud Race	3	Saturn Bomberman
4	Jonah Lomu Rugby	4	Marvel vs Street Fighter	4	Sonic Jam
5	Alien Trilogy	5	GTI Club	5	Bug Too
6	Sonic Jam	6	Daytona USA	6	Virtua Cop 2
7	Manx TT	7	X-Men vs Street Fighter	7	SWWS '97
8	Die Hard Arcade	8	The Lost World: Jurassic Park	8	Tomb Raider
9	Saturn Bomberman	9	Tekken 3	9	WipEout
10	Dragon Force	10	Street Fighter III	10	Manx TT

STEEP SLOPE SLIDERS









Steep Slope Sliders is definitely one of the best games we've played this month. It's out officially in January!

When you get awesome leaps like this (below), awesome tricks are possible!







With winter coming upon us, it's time for a veritable rush of snow-based sporting videogames! And what could be cooler than Snowboarding? RICH LEADBETTER investigates the ace Steep Slope Sliders.

It has to be said that there is something of a huge market for a snowboarding game on the Saturn. Firstly, there aren't any games at all on the Saturn that fit within this category! Secondly, snowboarding is so cool that when the "okay but not really that great" Cool Boarders appeared on the PlayStation, the game immediately went to the top of the charts.

You might imagine that this could well be the cause of some jealousy on the part of us Saturn owners as Sony ready the superior Cool Boarders 2, but having checked out Steep Slope Sliders, I wouldn't get too worried. You see, Sega have picked up the European rights for this Japan-originated snowboarding title from JVC and it is without a shadow of a doubt, the best possible example of the genre. Within the four pages of this Coming Soon feature, this will become increasingly obvious!





A vast seven tracks are on offer in the finished Japanese version of Steep Slope Sliders – apparently the European game will boast a few more...

Snowboarding action ahoy! Steep Slope Sliders features an unparalleled level of playability for a game in this genre. Frankly, it ROCKS!

GRAPHICS TO DIE FOR

These days, the Saturn's 3D power is beyond any shadow of a doubt. With the likes of Duke Nukem 3D and Quake either inferior or unavailable on the PlayStation, this is becoming increasingly obvious (Sonic R is more good evidence).

Steep Slope Sliders is the snowboarding equivalent of this graphical out-quaffing. There's no denying that Cool Boarders and its sequel do look pretty good. But Steep Slope Sliders is better.

The Saturn engine JVC have used runs at a rock solid 30 frames per second, featuring no discernible pop-up whatsoever. Although the effect isn't as impressive technically, it has some kind of similarity to what Travellers Tales have achieved with Sonic R.

Rather than having graphics suddenly "popping up" out of nowhere, what you get are objects that mist in as you approach them - it's an effect seen on most Nintendo 64 games these days. However, the fact that you are on an alpine course actually makes the effect look plausible. It's really quite neat.

Another nice addition are the smooth, flowing camera angles over key parts of the course before and after each event.

These cool effects are nice, but it would mean little if the player animations were rubbish. As you might expect, this is >>





The way that scenery mists in as opposed to popping up is a great effect.





Jumping onto this allows you to get some mad air. Unfeasibly awesome stunts follow a successful dismount. Cool eh?

Steep Slope Sliders features some pretty incredible graphics and a smooth 30fps update! And of course, the animation is just great!





The further down the track you get, the dirtier the snow. Just like real life!





After successfully performing a trick, on on-screen display scores your efforts.

>> not the case. The look of the characters is great and the animation of each little trick is superb. The range of tricks available is also impressive.

In every measurable sense, Steep Slope Sliders is a veritable graphical feast!

ALPINE RACER

The "other" Saturn snowboarding title, Zap! Snowboarding Trix (which thankfully never made it out over here) only had three courses to get to grips with. Steep Slope Sliders has at LEAST seven! At the time of writing it has been confirmed that the Japanese release will have that number, but apparently Sega Europe are getting a great deal of enhancements done to their version of the game and this should include a few more secret courses! In fact, up to four more may make it into the official game. Not bad eh?

As for kind of courses you get, expect at least three "Extreme" courses. These are your basic downhill alpine locales, designed for speed and tricks. For the most part, one of them actually takes place as you surf through a graphically excellent snow-covered town. The other tracks include an Alpine number, a specially designed snowboarding park (that should be ace) and finally a long, stretching half pipe system, designed for maximum trick-based activity!

These are just the courses found in the final Japanese version - who knows what will be found with regard to the new European courses?



The Alpine track has little stunt potential – this is a slalom course...

CHOOSE YOUR BOARDER

At the beginning of Steep Slope Sliders, there are a total of four different boarders to get to grips with, each favouring a different style, each with their own strengths and weaknesses. As you

TIME DON'T GIVE ME TIME

An intriguing feature added to the options screen is the ability to turn time on and off! This actually applies more to the time of day as opposed to time in general, and produces some pretty cool effects. Basically, you get effects such as dusk and midnight, which changes the colour and lighting and each of the levels. Whether it has any actual effect on the gameplay remains debatable, but it's a great touch any way.













Aerial action! Here, the altitudes we're getting up to puts us pretty close to clipping the passing helicopter (right).



Yes, we're surfing over a bunch of cars in this picture!



As well as stunning graphics, you get some stunning music too! Swing your pantaloons to some chillin' drum 'n' bass, trance and acid toonz!

progress through the tracks, obviously you improve. The game rewards great players with special "secret" boarders with different styles for you to play as. Not bad...

GAMEPLAY HO!

We've told you just how ace Steep Slope Sliders is to look at (and we're not lying, as you can see from the screenshots), but the real piece de resistance with this game is just how much of a joy it is to play. The best driving games always give you some kind of feedback from the track itself. This kind of principle applies to the snowboarding activities of Steep Slope Sliders - the feel of turning into a corner is just about spot-on. Add that to the range of tricks and you have a great game on your hands!

The tricks themselves are many and varied. In fact there are at least 11 techniques, ranging from the simple to the sublimely impossible to perform. If that doesn't sound like much, bear in mind that most of the skill is required in getting some "mad air" and then performing multiple tracks before hitting the ground. The more ambitious your intentions, the more points you'll get. It's that simple. Plus we daresay that racking up enormous scores is the key to getting some of that secret stuff to materialise...

PLAY THE DEMO!

Steep Slope Sliders is currently lined up for a January release in the UK, with Sega Europe saving the game until the new year simply because of the weight of quality releases they have waiting in the wings before the end of December. SEGA SATURN MAGAZINE is pleased to announce that bar a major disaster (and believe us they do happen), we should have an awesome demo of the game on a cover-mounted CD coming to you soon - hopefully before Christmas. We've just been playing the demo now and it's ACE! Look out for it!

One thing's for sure, it's not without reason that SEGA SATURN MAGAZINE is getting quite excited about Steep Slope Sliders - the game's rampant playability makes it a winner that simply can't be matched by other titles in the same genre. Expect more hardcore coverage in forthcoming issues!

THE OTHER ONE

Think Steep Slope Sliders looks familiar? Well we have covered another Japanese snowboarding title known as Zap! Snowboarding Trix - game you'll easily find gathering dust in import shops. At the time when there was no other snowboarding game available it might have been worth a look, but comparing it to Steep Slope Sliders, there's no contest! SSS simply hoses Zap! down with superior graphics, more courses and much better gameplay. Leave Zap! alone!





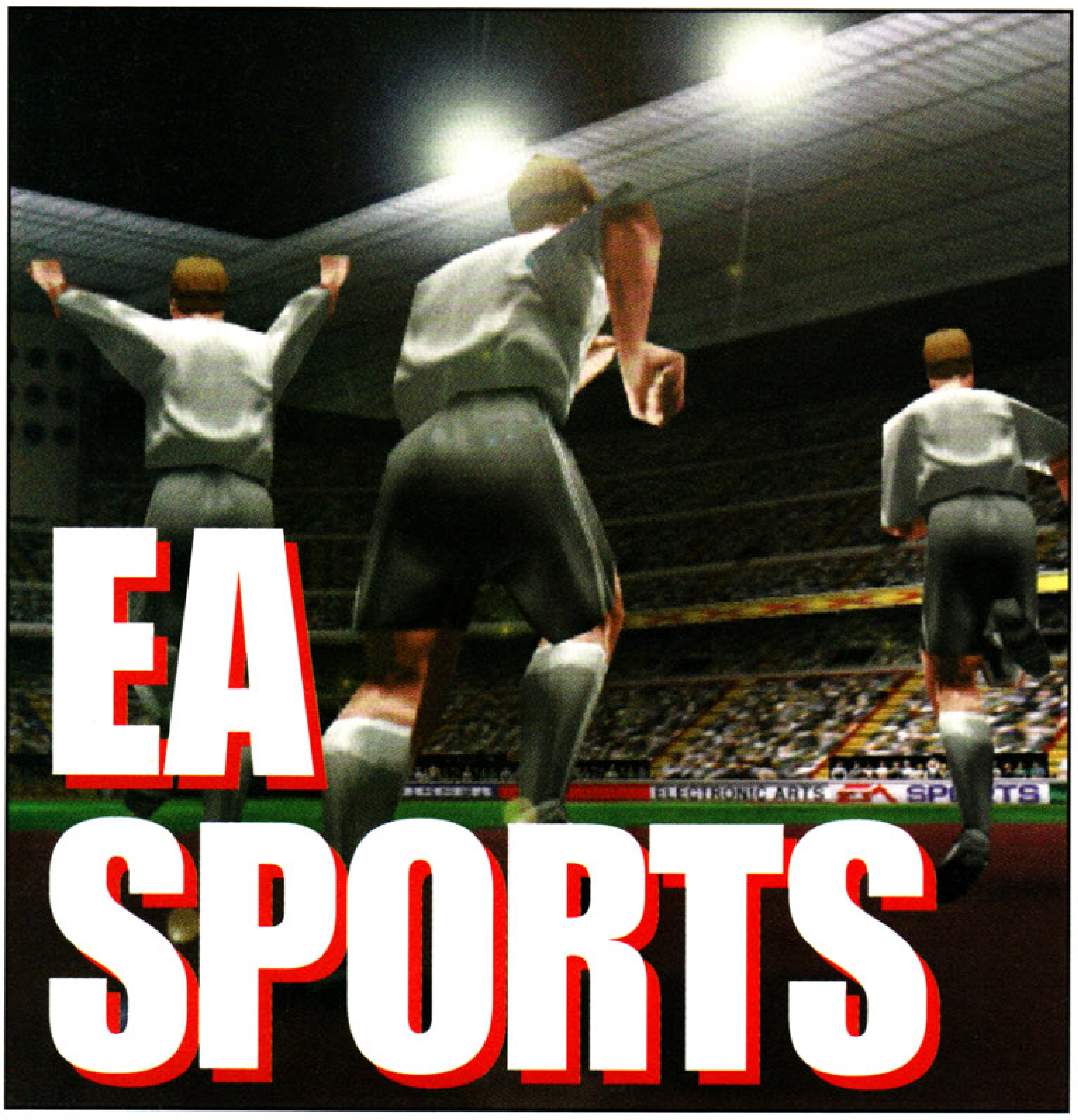


The wake of flying snow coming off the board is certainly impressive to see...





Swooping camera views of the scenery show the sheer amount of detail in the game (left).



EA SPORTS

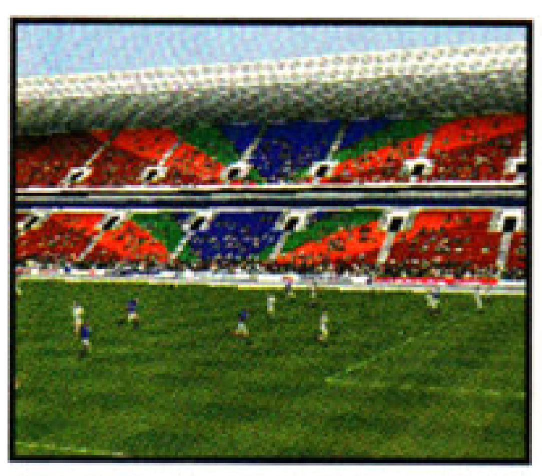






Having firmly established themselves as the leading sports software brand over the years, Electronic Arts have had some rather wobbly releases of late, casting doubt over their position as market leader. Keen to reassert their dominance, EA are about to launch a four-pronged attack on Saturn gamers. LEE NUTTER takes a closer look at EA's latest produce.





After the disappointment of FIFA '97, EA are predicting a return to form with this year's edition.

The annual onslaught of sports updates is upon us once again. We've already had SWWS '98 and Madden '98, but it doesn't end there. Electronic Arts, one of the few third party companies to stick with the Saturn, are preparing to roll out updated versions of some of their most popular brands to date.

To all intents and purposes, the onslaught has begun already. John Madden Football '98 arrived this issue for review and guess what? It's pretty hardcore actually, scoring a top-notch 92%. Not bad eh? Well, actually Madden has always been the home of quality in the EA range with other brands faring particularly badly (FIFA and NBA spring to mind). So... what can we expect from the new wave of games? Read on...



In addition to the international teams, EA have updated their domestic teams also.

FIFA: ROAD TO WORLD CUP '98

Following on from the stinking heap of cack more commonly referred to as FIFA '97, Electronic Arts' are about to unleash their latest addition to their established FIFA series. FIFA: Road to World Cup '98 recounts the trials and tribulations of the qualifying rounds of possibly the greatest sporting event of the decade, featuring an unprecedented 172 international teams battling it out for a place in the 1998 World Cup finals next summer. Boasting all manner of new features along with all the usual FIFA adornments, FIFA: Road to World Cup '98 is being touted as the biggest and best FIFA product to date. Though judging by recent FIFA efforts, that's not saying a lot for the game.

So what's on offer with EA's latest update? Well, the game itself runs on the FIFA '97 engine, meaning fully polygonised stadiums and players which allow the top footy action to be viewed from virtually any angle the player wishes. The standard motion capture system has been recalled for use in this year's update, as has Spurs' recent signing David Ginola, who ably provides the volley, tackle and header footage to add to the realism



The "Virtual Stadium" technology featured in FIFA '98 allows players to view the football action from virtually anywhere in the stadium.





A staggering 172 international teams are slated to make an appearance in the game.

of the proceedings. Ginola's moves have been incorporated into a staggering 172 teams, from reigning champions Brazil to the more obscure African teams who haven't got a hope in hell of qualifying. Each are kitted out in their corresponding strips, both home and away and battle it out for those precious 32 places in next year's finals.

Once again, the commentary has been provided by the John Motson, Andy Gray and Des Lyman trio, with in excess of 40,000 phrases being recorded. The huge script has allowed EA to improve over the commentary of last year's game, with less repetition and cock-ups than previously. In addition to all the World Cup stuff, avid Premiership fans can also rest assured that all the domestic league teams and players will appear in their entirety in the finished version, along with the most up-to-date team and player listings and statistics.

Electronic Arts are presently racing ahead with the PlayStation version of FIFA: Road to World Cup '98, with the Saturn version to follow shortly after. Our first impressions are that the latest game in the lacklustre FIFA series shows a lot of early promise, though it remains to be seen if it can improve over last year's disappointing title. Expect a Christmas release for this one.



The FIFA '97 engine has been optimised to allow for a greater level of detail.



Once they were the crown jewels of sports titles – Now EA Sports have something to prove with their latest batch of titles

NASCAR '98

As the only driving game in Electronic Art's sports' line-up, NASCAR '98 is the sequel to last year's lamentable PlayStation title NASCAR, which thankfully skipped over the Saturn as it was utter arse. The sequel we're assured, will be quite different indeed.

Aside from the standard one-player mode, EA have sought to introduce a split-screen two-player mode to the game, allowing players to go head-to-head with a friend and up to six CPU controlled cars, making for more competitive racing. Additional features to the '98 package include an optional weather setting allowing players to race in fog (the only type of adverse weather that a real race can run under) as well as a custom car option, allowing players to tinker with tire pressure, wedge and downforce.

Of course, being an official licence of the National Association for Stock Car Auto Racing, fans can expect all of the car sponsorship and exact specifications of the various tracks to be meticulously reproduced to provide players with an authentic as NASCAR experience as possible. EA have even gone to the trouble of recruiting NASCAR commentator Bob Jenkins to the voice-overs, whilst the sampled engine noises provide an added air of authenticity.

With the unfortunate news that Destruction Derby 2 will not appear on the Saturn, EA's NASCAR '98 could be just the thing Saturn owners are waiting for. We'll be following this title closely over the coming months, until it's release in time for Chrimbo.





NASCAR '98 bears uncanny similarities to Destruction Derby 2, with the same fender bending action ensuing.

>>



All the thrills and spills of NASCAR make it into the game.



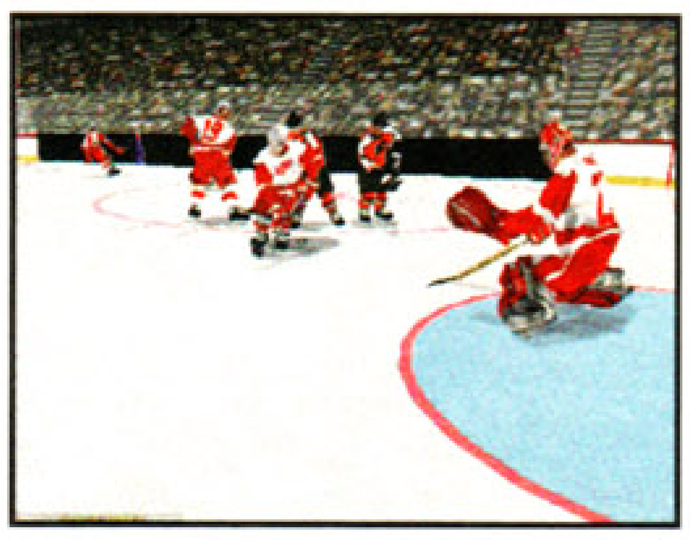
High-speed oval circuits are rife in NASCAR racing.



NHL '98 looks set to take the Saturn by storm, combining slick graphics with super-fast gameplay in addition to all the usual



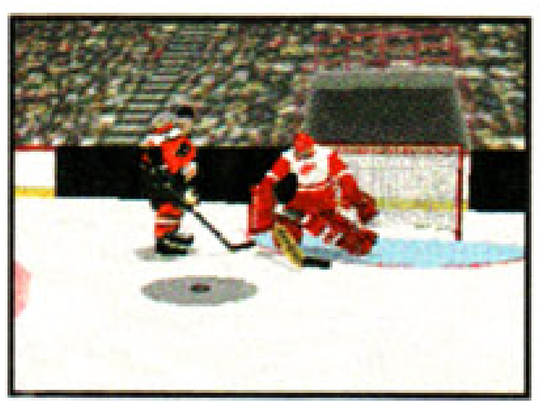




NHL Hockey was one of the better games in EA Sports' 97 editions - the new title should out-quaff it in all regards

>> NHL HOCKEY '98

Yep, we quite liked last year's NHL Hockey '97, awarded a very respectable 84% in SSM and voted Best Sports Game in the US by those crazy Yanks. Aside from giving us the opportunity to think up variations of the old "fancy a puck?" gag, the game proved a worthy addition to the long-established NHL series. Well, in keeping with the theme of this feature, EA are about to release a '98 edition of their NHL licence, with the promise of being the best game in the series thus far.



What the puck is going on here I wonder.

So what's new for '98? Well, for starters NHL '98 utilises an entirely new 3D engine, creating a believable 3D environment which moves at a smooth rate, allowing for fast and fluid hockey gameplay. The artificial intelligence of last year's '97 edition of NHL has been tweaked and refined considerably, making goal scoring a more arduous task than previously, with strategy playing a greater role in the proceedings. Hence Marc Crawford, Colorado Avalanche Coach and Stanley Cup Champion, who has teamed up with Electronic Arts to devise and implement unrivalled NHL coaching schemes. From powerplays to penalty killing, forechecking to backbenching, true offensive and defensive strategies, they're all new for '98.

Additional features EA are keen to add to last year's formula include an authentic international tournament featuring some of the finest international hockey teams, besides the usual updated NHL team and player listings. As with EA's other sports titles, we're also expecting a top name signing to perform the commentary duties, though exact details haven't quite been finalised yet.

We've all been fans of the NHL series since its original Megadrive incarnation, so this is one title we're really looking forward to. So rest assured we'll have plenty more on what looks set to be the definitive hockey game over the next couple of issues, maybe even the exclusive review.

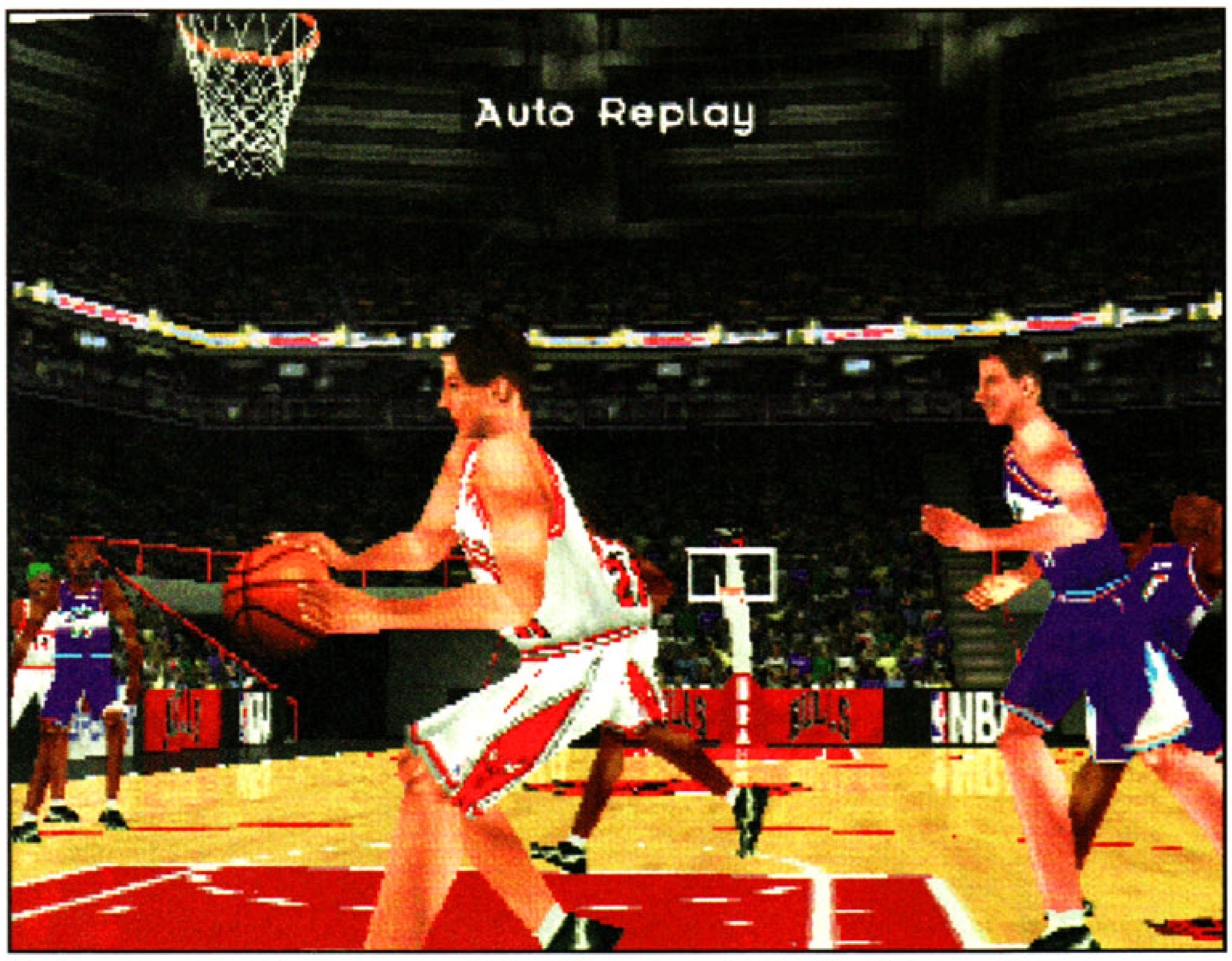
One thing's for sure - there'll be some stiff competition in the form of Sega's own NHL title which is being coded by the team responsible for the awesome PowerPlay Hockey. Either way we'll find out sooner or later...



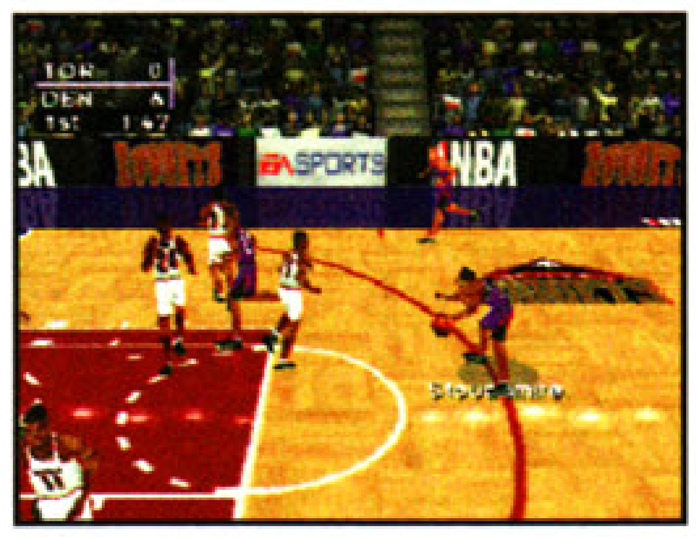
Unfortunately, these are PlayStation shots, but the Saturn version promises to be just as good.



Goal scoring is now a more arduous task, due to the refined CPU intelligence.



The close-up camera angles give you a rough idea of the vast amount of detail each player exhibits.







NBA LIVE '98

Despite the deluge of basketball games already available for Saturn owners, amongst them EA's very mediocre NBA Live '98, Electronic Arts are convinced that their latest interpretation of the sport they call "B-Ball" is the only one capable of bringing home the NBA lifestyle. Besides delivering all the cool moves of the NBA - vicious slam-dunks, behind-the-track and mid-air passing, shake and brake dribbling and long-range sharp shooting, this year's update boasts a mightily impressive range of all-new features too.

All 29 of the NBA teams have been revised and updated for EA's annual update, boasting current player listings and true-to-life player ratings. EA have also sought to include real offensive and defensive plays into the game, besides announcers, TV-style presentation and vastly improved motion capture taken from real-life players in action. The presentation as

NBA Live '97 was definitely the worst game in the EA Sports portfolio - hopefully the new edition will be far superior

always is impeccable, with new front ends and FMV adorning the package, whilst extra manager modes, 3-point competitions and extra-tough difficulty settings should ensure the longevity of the title. EA have also gone some way to redress one of our main gripes with the 67% rated NBA Live '97, that being the God-awful loading times which beset the game. For this year's update, loading times have been cut to a more reasonable level, with basketball trivia questions being displayed in the mean time.

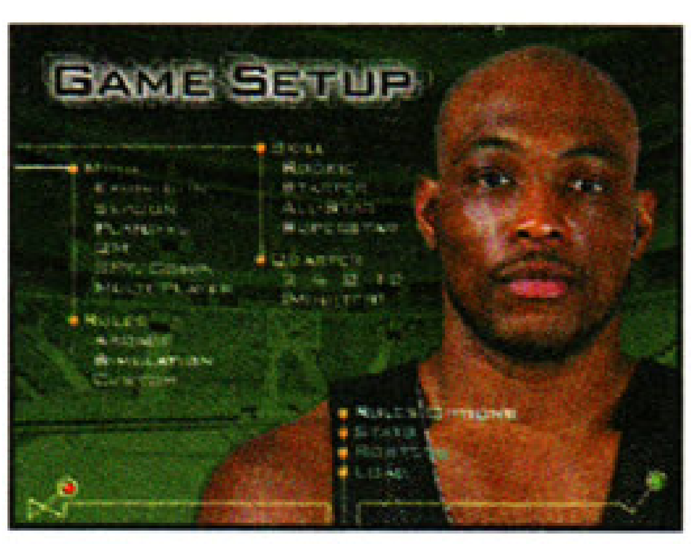
Once again, EA are leading on the PlayStation version of NBA Live '98, damn them, with the Saturn version to follow shortly after. We can only hope they make a better job of the PAL translation than they have done previously, in which case they could well have a winner on their hands. Stay tuned for more news.



We didn't like last year's edition very much, but EA assure us the sequel will be a vast improvement. Hmm...



All the slam-dunking, mid-air passing and brake dribbling feature in NBA Live '98.





The usual over-the-top options and statistics are present in NBA Live '98.



MORTAL KOMBAT TRILOGY

With Mortal Kombat 4 doing the rounds in the US and Mortal Kombat Annihilation due to hit cinema screens any time soon, MK's still going strong. For Saturn owners, the hype continues in the "mutha' of all fighting game collections, Mortal Kombat Trilogy.

BY	GT INTERACTIVE
PRICE	£TBA
STYLE	BEAT 'EM UP
RELEASE	WE'D LIKE TO KNOW TOO







MK just isn't the same without old Baraka in the frame...

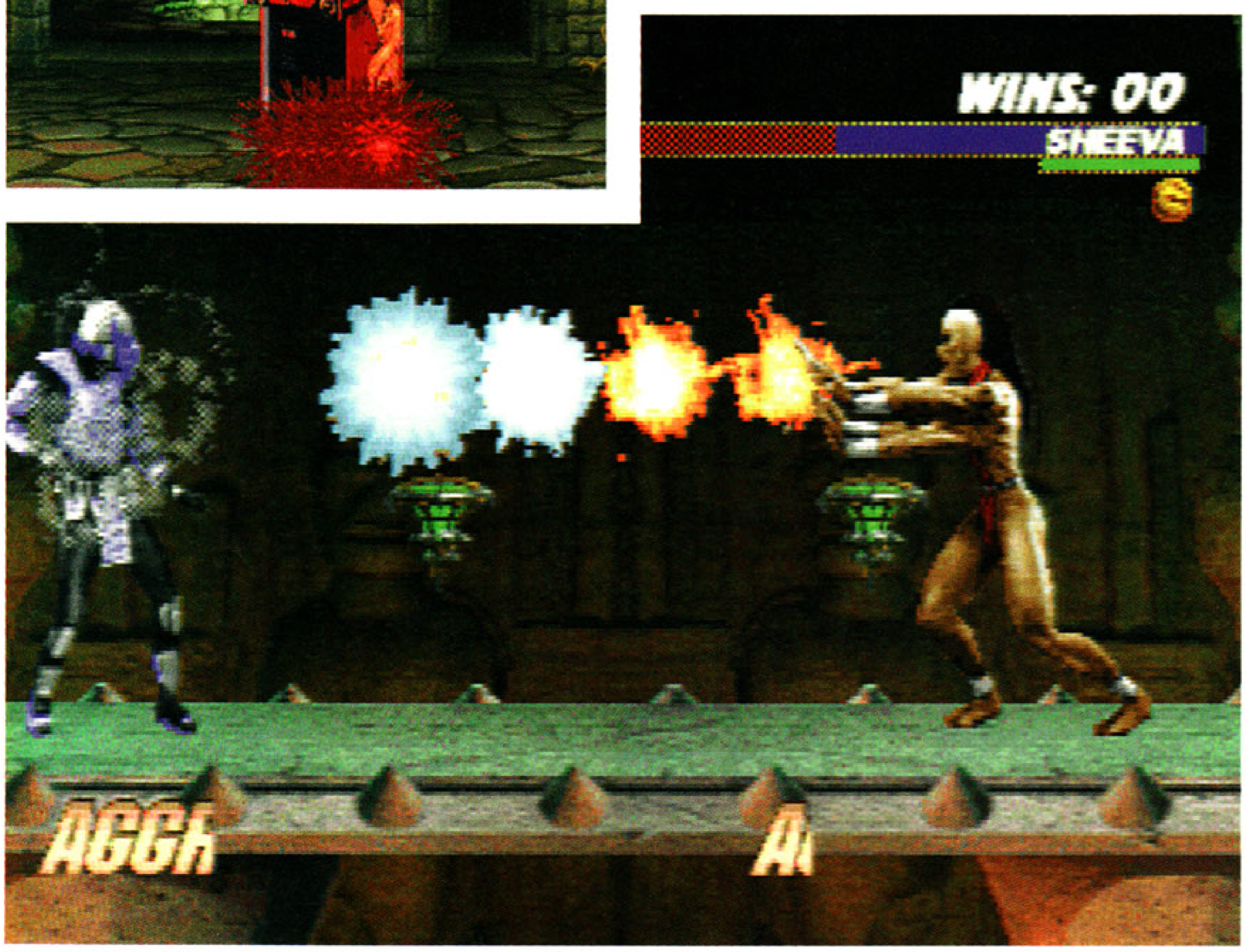


Love 'em or loathe 'em, the Mortal Kombat series of games are here to stay. They may have been bloody and controversial in their time but for many fans it's the many characters, cool moves and tons of secrets that have earned these titles a permanent place in video games history. To keep the ball rolling, just in time for a movie sequel and the arcade debut of MK4, GT Interactive has just put the finishing touches to Mortal Kombat Trilogy. Essentially a collection of all the kombatants to ever appear in the series as well virtually every background, the game has already appeared on both PlayStation and Nintendo64 to mixed reviews.

Many players have complained that the series ran out of steam years ago and that the battle for the right to retain the beat 'em up crown has already been won by Street Fighter. That may be true but Mortal Kombat still has its devotees.They realise that MK was never intended as a direct competitor to Capcom's classic and that Williams' drew its influences from more realistic sources, even going so far as to digitise actual martial arts experts wearing the appropriate character costumes. However, since the original game appeared the series has basically become a pale imitation of its former self. With the addition of weapons, robots and too much humour, Mortal Kombat has fallen foul of its own success.



So where does that leave Mortal Kombat Trilogy then? Well, the good news is that



Mortal Kombat Trilogy features just about every character from the first three games. Hence the name.





The question is: just when will GT get around to releasing this?



Liu Kang is finally back in Mortal Kombat!



Just about every background is in MK Trilogy.



And there are some hidden characters to find too!





Oh aye... so what's going on here then?

Mortal Kombat Trilogy is complete, just waiting for a European release! The question is just when will it come out? We'll keep you posted...

fans of the series now have the ultimate MK collection in their hands and it's one that certainly deserves some attention. Ultimate Mortal Kombat earned an impressive 91% in SEGA SATURN MAGAZINE, a score that its successor should at least equal. Now boasting even more characters, an unbelievable assortment of special moves, fatalities, babalities, animalities and friendships, MK Trilogy manages to squeeze every drop of creativity from the series. Of course the game also contains more secrets and hidden goodies than the most expensive Christmas crackers.

Playability is still down to individual taste. The ability to run, pull off cheap moves and dispatch some opponents with just a few basic attacks may infuriate some players but there is some depth to MK's unique fighting style. While not in the same league as other beat 'em ups, MK Trilogy does manage to make up for its shortcomings with a wealth of added extras, multiple play modes and large sprites. Graphically, detail may be lacking but the speed and variety of the game's characters deserves respect.

But when will MK Trilogy come out? It's available in the US now, so hopefully the answer is "soon".



Oooh... that blood is so realistically scary! Aieeee!



There are some new moves to savour in MK Trilogy...

BUCKETS OF BLOOD

When the first Mortal Kombat game arrived on 16-bit consoles, it was accompanied by a significant public outcry. Outraged mothers claimed that their kids were being transformed into blood-thirsty little monsters and concerned MPs stated that the game would cause the nation to sink into chaos and anarchy. Mortal Kombat sold by the shed load.

By the time MKII arrived, everyone had forgotten all about their precious morals and once again the game did phenomenally well. Williams' third instalment suffered, thanks to nit-picking critics and the fact that it actually wasn't that good. Keen to push its number one property back into the mainstream, Williams has just released Mortal Kombat 4 in US arcades. So far, player response has been good and console versions should appear early next year. Unfortunately, MK Trilogy could well be the last Sega title of the series...



FIGHTING FORCE

Yes. No. Yes. No. Yes. No. YES! Hooray! That's been the situation with the Saturn version of Fighting Force over the last few months, and now that Sega themselves are releasing the game, Fighting Force is a definite 'yes' for an official release.

BY	SEGA
PRICE	£TBA
STYLE	FIGHTING
RELEASE	NOVEMBER

I WANNA DESTROY PASSERS BY!

There's no doubt that Fighting Force is jam-packed with cool stuff - doors and walls are kicked in to access other areas, car alarms go off when you kick them (always good for a laugh down my street), and if you smash a car to pieces players can pick up the remaining bits to use as weapons! Police cars scream off in pursuit of villains, and you can even get run over when crossing the road - that's if you haven't blown up the moving cars with the rocket launcher first! Cool game? Hardcore action? Major destruction? Oh yes!





I kicked in the door of the office, picked up a huge box and smashed it into the faces of the three butch blokes standing by the window. Then I ran out into the road and smashed up their car a bit, before running down the street to flatten another four muscle-bound heavies. Sigh... If only I was as tough in real life as I am in Fighting Force - this is a cool game! It's a major relief to finally get our hands on an official preview copy, courtesy of our chums at Sega, who have confirmed that they've signed the game to be released later on in the year. Thank god for that, we were actually starting to worry.

But will it be worth all the stress and heartache? Well, judging from this nearly finished preview copy, it looks as if Fighting Force will be an excellent game. From the outset players can choose from four predictably muscle-bound characters, and basically go out and cause some major property damage. Large chunks of the scenery can be destroyed - vending machines, crates and even cars can be smashed up - and virtually every item you see lying around may be picked up and used as a







Hawk takes a chunk out of both a bad guy and the truck!



weapon! Sounds like a good night out. Anyway, it's all thanks to the game's excellent 3D engine that players can roam around in such a cool environment. Seedy streets, fluorescent light-filled car parks and marble-floored offices all look great, and with a floating camera that zooms in and out on the action, depending on how close your fighter is to the bad guys, the rest of the cars, trucks, buildings and all of the other gloomy city settings look very impressive indeed. Especially once they've all been smashed up a bit of course!

Our heroes - Hawk (hard bloke), Mace (hard girl), Smasher (huge bloke), and the lovely Alana (cutie-pie), are all geared-up for action with some finely honed muscles and crack fighting techniques. Three but-



Trucks can't be destroyed as easily as the cars, but they bounce on their suspension when hit.



Alana's obviously had enough of all this fighting, and decides to hail a taxi to take her home.







More attractive young girls with weapons - yet another cool feature to be found in Fighting Force



Cool graphics as we fight in the road - don't get run over!



Smasher's special move sends a shockwave out around him...



...but it's probably best to just smash bad guys in the head!

We're talking extreme violence and destruction here. With atmospheric levels and detailed backdrops, Fighting Force looks set to be a Saturn smash!

tons represent the usual punch, kick and jump moves, with some ace B+C special moves thrown in for extra violence. Although some good attacks and impressive throws can be pulled off with a combination of button presses, Fighting Force is much more like a simple arcade style fighting game than a more complex beat 'em up. Basically, when people describe this game as "Streets of Rage in 3D" they're not wrong, as the fighting action does feel very similar to Sega's classic. Considering how highly the Streets of Rage games are rated, the comparison is very flattering. However, thanks to the 3D power of the Saturn, Fighting Force takes place in a world completely different to Sega's cartoony fighter...



Two very large blokes, one small girl. My money's on the girl!

When you get tired of fighting dirty criminals in the filthy streets and lurking in the dark alleyways, just kick in the nearest door and start beating the crap out of the slightly cleaner criminals who work in the buildings - just because they wear suits doesn't mean they're nice people. There are usually a few crates and boxes lying around most levels which can be used to trash villains with, which is always fun, and a bit more exploration reveals some awesome weapons like the car-exploding rocket launcher. We're talking extreme violence and destruction, in case you haven't already guessed, and thanks to the more realistic locations in Fighting Force the game really has a great style and atmosphere all of its own. It's the attention to detail that makes a big difference - the subtle lighting effects, the suit-wearing baddies, the realistic cityscape and the total destruction of everything that stands between your fighter and their mission. Oh and the extreme violence helps as well!

There's no doubt that Fighting Force looks like it'll be well worth the nerve-wracking wait we've had to endure, and Sega have definitely done the right thing in signing this rocking game up for a UK release. We can't wait to start cleaning up those mean streets!

IS IT COMING OUT THEN?

You wouldn't believe the number of stories that were circulating about the Saturn version of Fighting Force. Following the cancellation of Saturn Tomb Raider 2, we started to hear rumours that Fighting Force would be completely canned on the Saturn as well. Then, things started to get surreal when we heard the game might only be released in Japan! Eh? What was all that about then? Thankfully we now have a virtually complete Saturn version.





SILHOUETTE MIRAGE

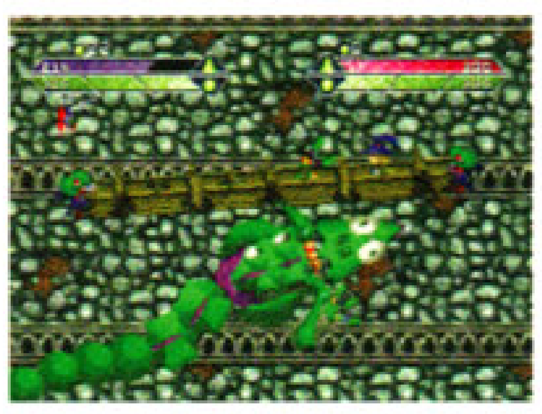
SSM's Silhouette Mirage coverage continues apace this month with the finished Japanese version of the game arriving just in time to go under the spotlight. So is Treasure's latest offering a mess or a masterpiece? Let's take a looksee..

BY	TREASURE
PRICE	£TBA
STYLE	PLATFORMER
RELEASE	OUT NOW (JAPAN)



These pesky Pumpkin-headed critters just don't give up!





While questions are still being raised over whether Treasure's final Saturn title will see the light of day in the UK, our Japanese counterparts are finally getting to grips with one of the strangest game's they're ever likely to play. Last issue's Coming Soon focused on a single level of Silhouette Mirage, which was available as a limited demo disc, but perfectly demonstrated that Treasure have still got what it takes when it comes to producing top quality platformers with a dash of the bizarre. The good news is that the finished game is every bit as impressive as we expected and only now are the twin worlds of Silhouette and Mirage beginning to reveal their secrets...



Just to get you up to speed: Players take on the role of a courageous young girl, Shina, who has the power and responsibility to reunite two warring races. Her travels take her through seven varied stages as she tackles monstrous guardians and some of the strangest creations that nature has ever spawned. Of course platform fanatics will be satisfied with the game's traditional structure, with such standard features as power-ups, ingenious level designs and unique methods for defeating boss creatures, but Treasure's ability to put a new spin on old ideas is what lifts the game above its rivals.

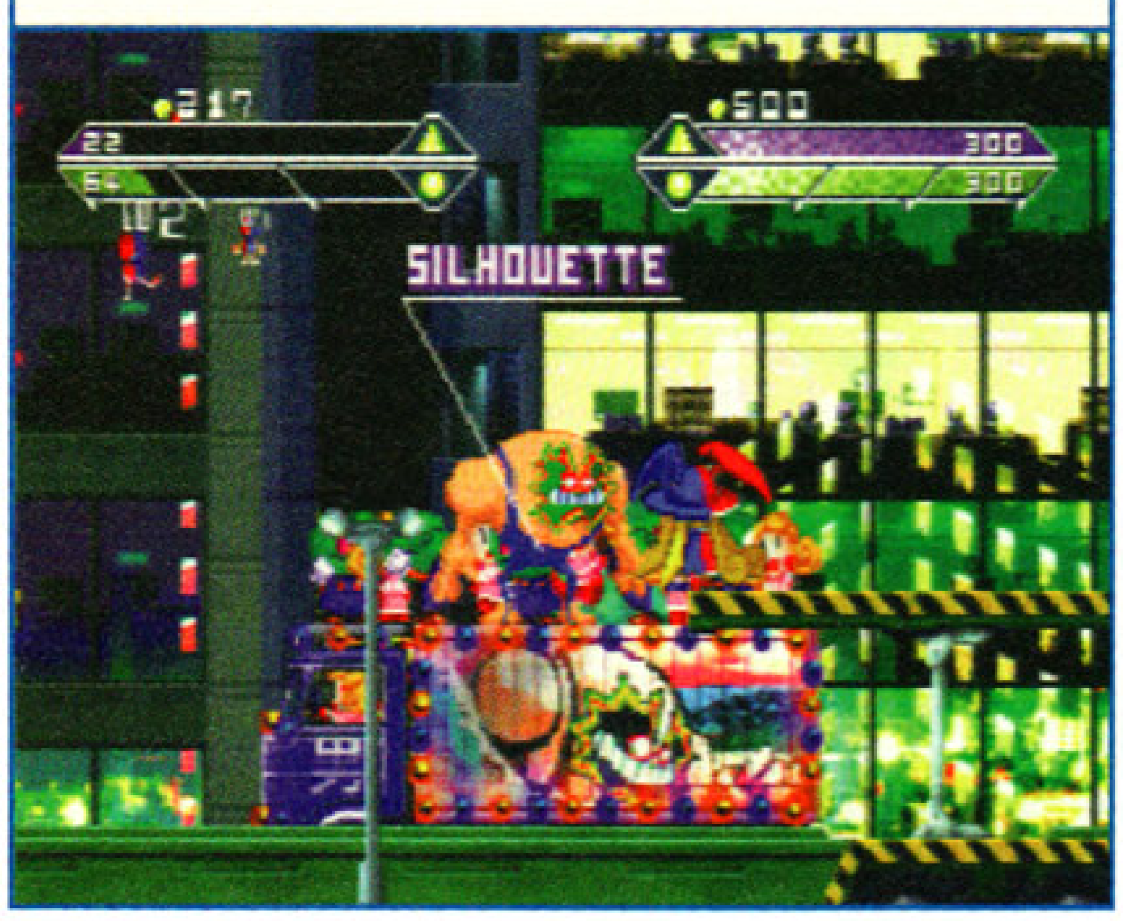
On the down side, a lack of lives and limited continues in Silhouette Mirage are likely to deter less capable players as the skill required to complete the game's seven worlds will tax platform fans to their limits. Memorising each stage's numerous traps and the location of wandering enemies just isn't going to cut it. Players are best advised to spend their time tackling the game's handy training mode before beginning their adventures proper. In fact mastering Shina's many powers and abilities is the only thing that will ensure that her mission is a success.

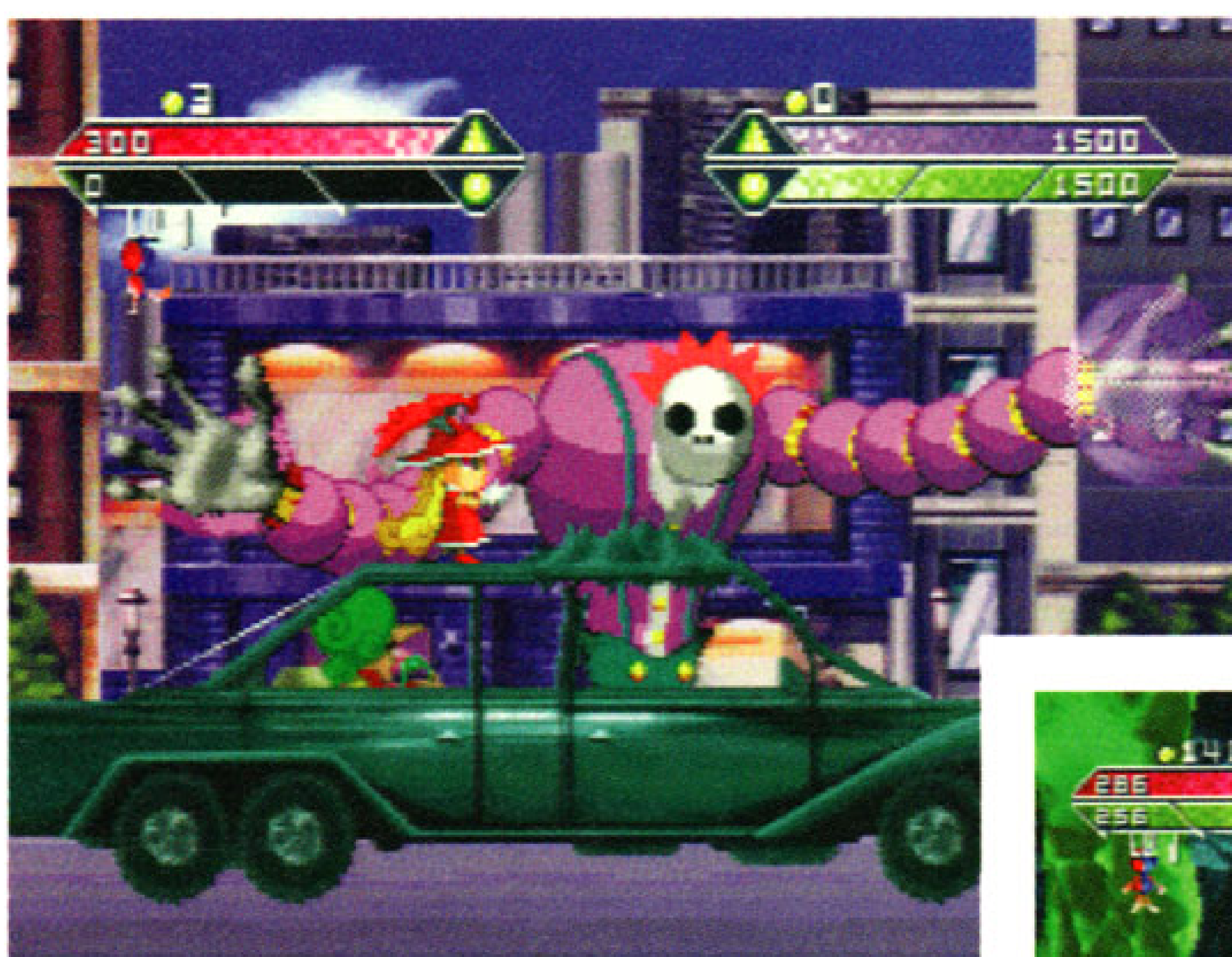
Shina begins her quest on the barren and seemingly lifeless world of Shamain where she encounters her first foes and begins to learn the limits and potential of her powers. Tackling a fish-faced biker boss leads to the city streets of Raqia and a battle against the gross, scaly school girl guardian revealed last issue. The twin worlds of Shehaqim and Machonom provide all manner of thrills ranging from Las Vegas-style slot

Mastering Shina's many powers and abilities is the only surefire way to guarantee that her mission is a success

WHO'S THE BOSS?

Treasure's games always feature the most outlandish creatures and Silhouette Mirage is no exception. While other companies may save their supreme creations for the final stage of a game, even Treasure's minor mid-level bosses would give Frankenstein nightmares! Gigantic striding robots, vicious werewolves, cunning wizards, grinning pumpkin heads and distorted half dragons with microphone tails are just the tip of the iceberg. Treasure may take their time when it comes to delivering the goods, but when they do the results are usually more than worth it.





"You need hands..." This chauffeur boss takes a real beating.



A scene from The Howling that you didn't see.

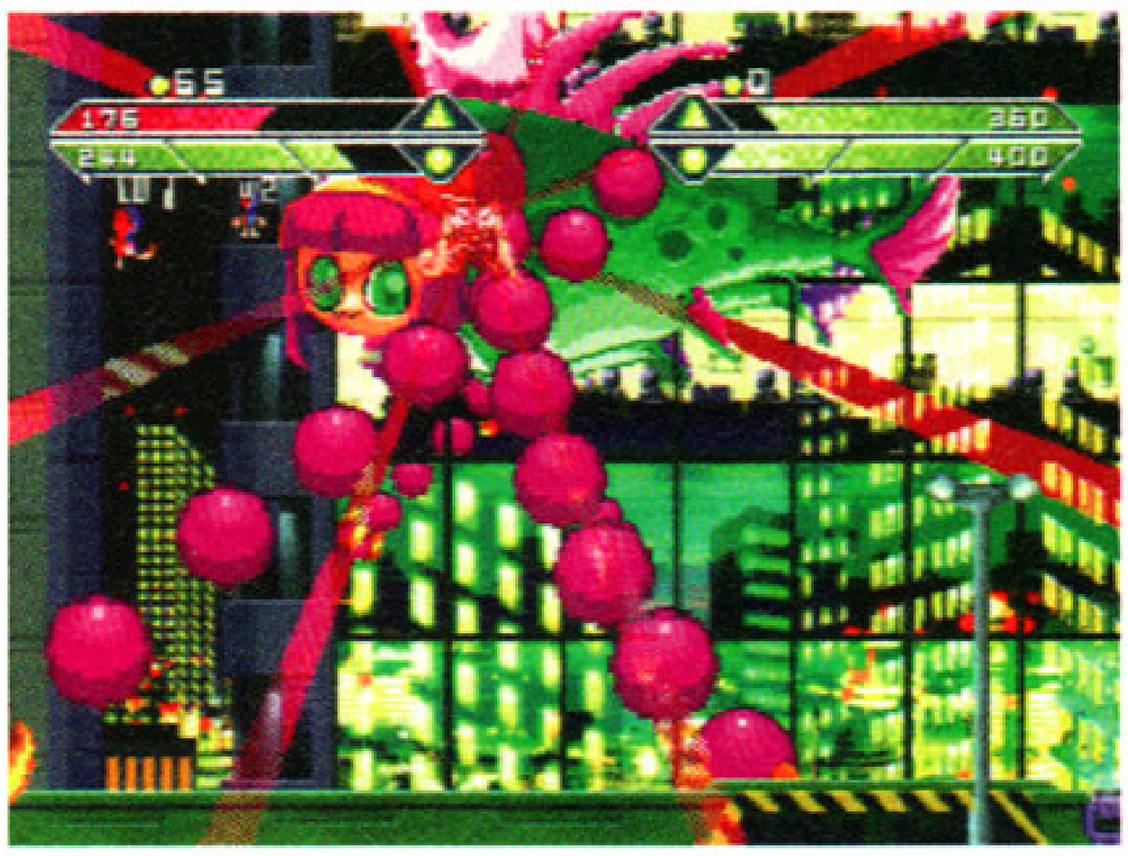




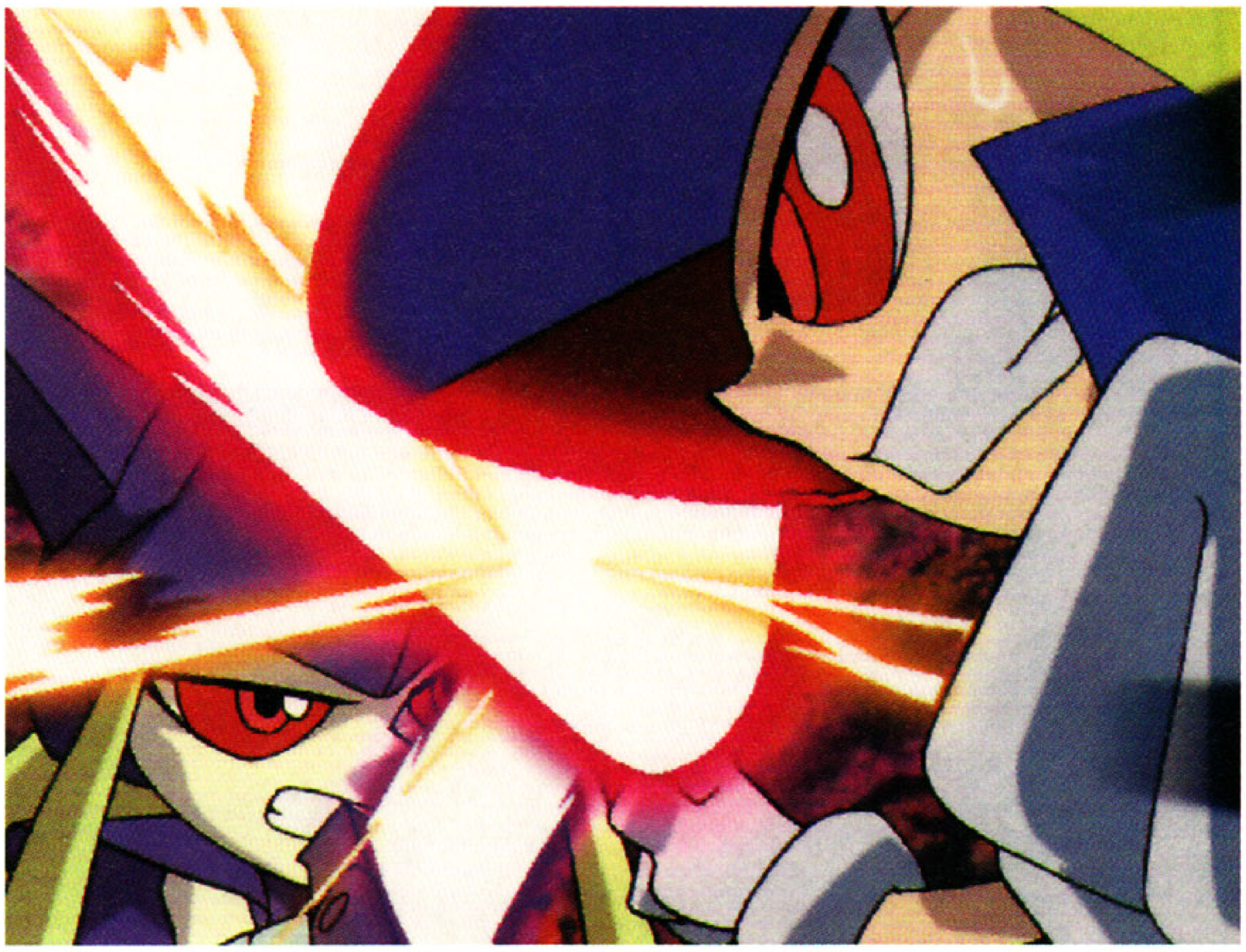
With varied stages, bizarre creatures and some truly outrageous bosses, Silhouette Mirage is a little gem of a game.

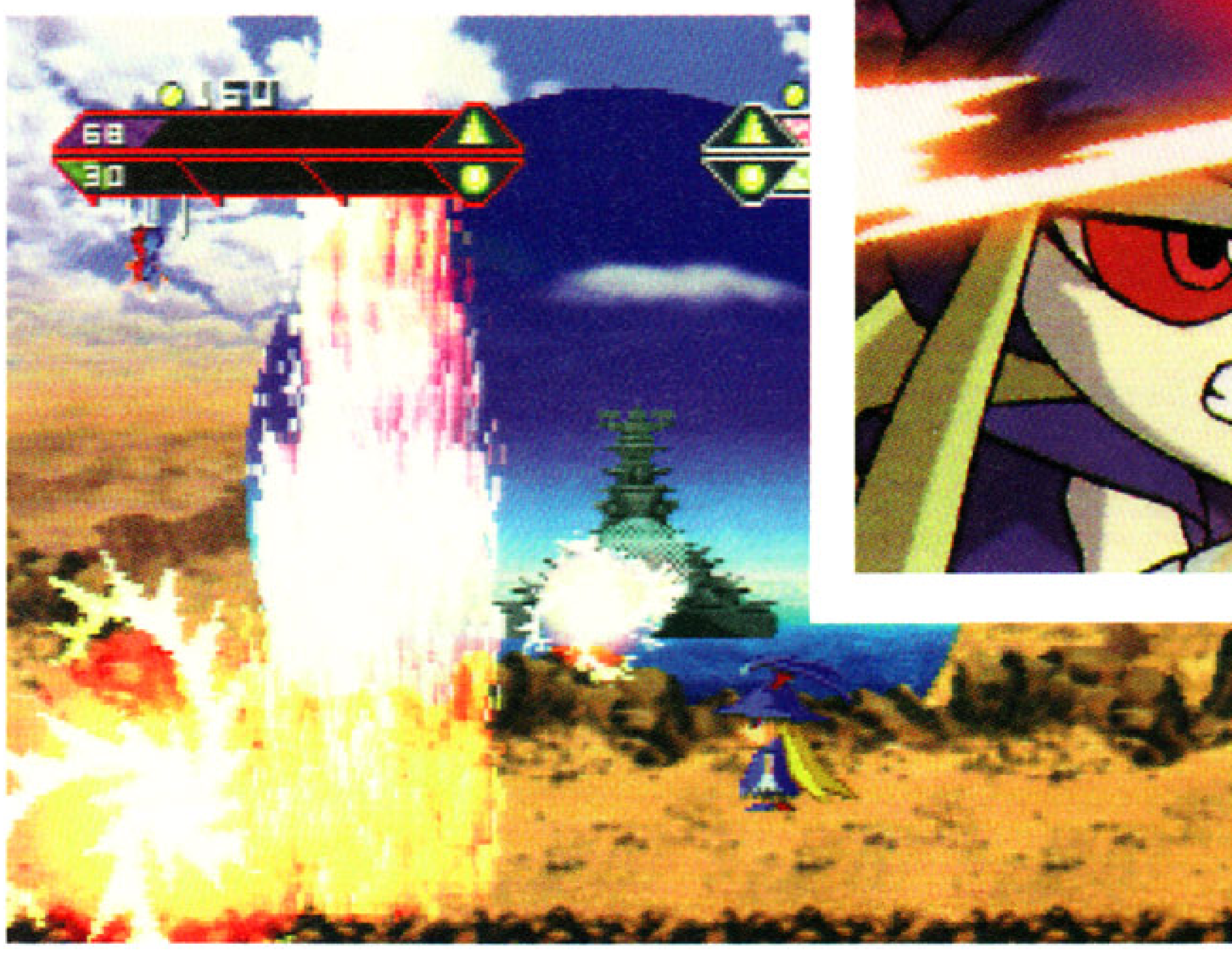


Shina's powers are only effective depending on the direction in which our heroine is facing. Red side kills blue and blue kills red.



If you think this boss is weird, you ain't seen nothing yet.









Use Shina's limited powers of flight to avoid enemy fire.

As a quality 2D platformer, Silhouette Mirage is in a class of its own. Fans of the company that created Gunstar Heroes are in for a real treat

machines to breakneck races through trap-infested dungeons. Players with supreme talents face their final challenge on Araboth, where Shina faces the mysterious leaders of the two struggling factions and learns her real role in the war of the worlds...

So you're probably wondering what all this Silhouette Mirage coverage has to do with you loyal UK Saturn owners. Well, we're the first to admit when a game holds potential and Treasure's creation is certainly no exception. As a quality 2D platformer, Silhouette Mirage is in a class of its own and fans of the company that created Gunstar Heroes are going to be in for a real treat. Although Sega have declined to pick up the game for release over here, we've been speaking to certain third party companies that may be interested in giving Treasure's latest creation life on these shores. Nothing's confirmed at the time of this writing, but we're twisting a few arms here and there. If we're successful, the Saturn will gain a 2D platformer of mammoth proportions and there's every chance we'll also nab that elusive demo.





Only Shina has the power to save her world from destruction.

SORCERER SUPREME

Shina's twin Silhouette and Mirage powers give her the ability to defeat enemies from either race, depending on the direction she is facing of course. When her red side is facing blue Silhouette creatures, she is capable of dispatching them with a quick energy blast. Likewise, her blue side is employed to annihilate nasty red Mirages. While Shina's basic single shot is fairly effective, our heroine may also purchase additional powers and magic from the handy rabbit vendor who appears at certain locations. Homing blasts, gaseous grinning skulls and powerful lightning blasts may be added to her arsenal and used to teach her enemies that this lady is one tough cookie!

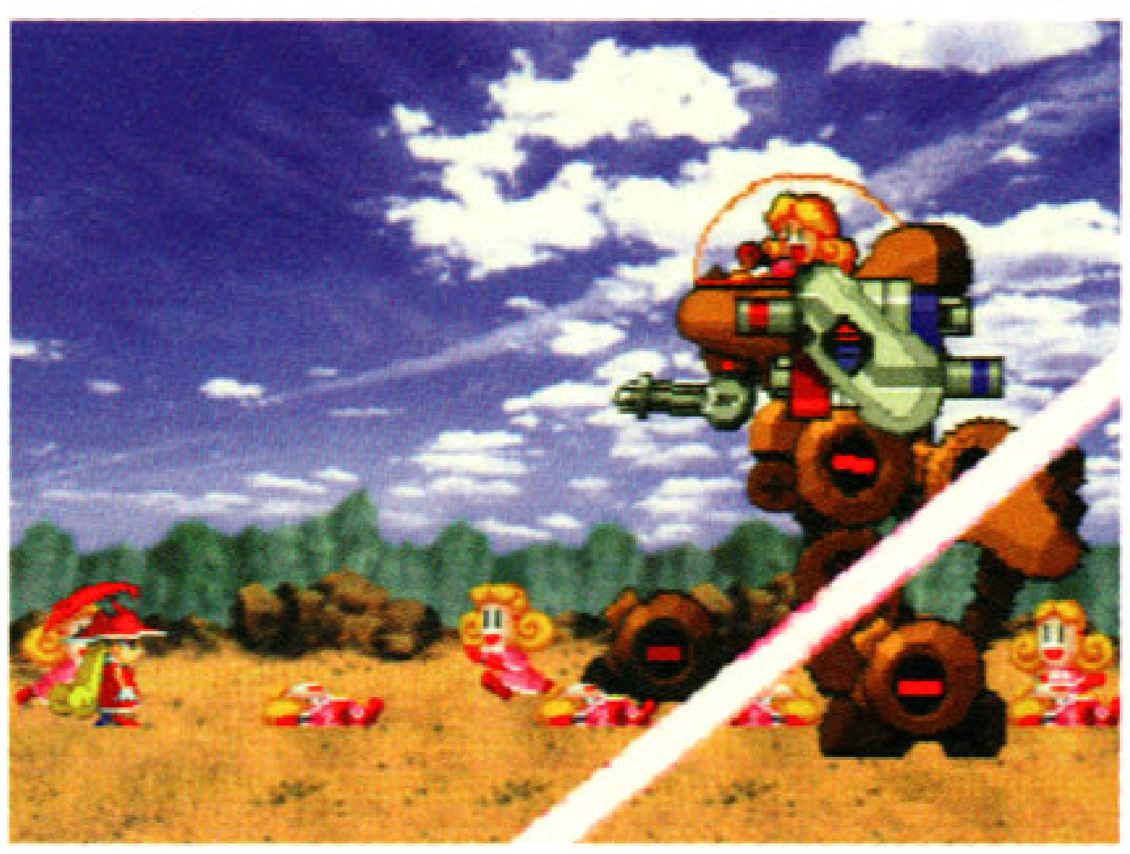




"With great power comes great responsibility." Someone clever said that once. Smart man.



If the going gets too tough, players have the ability to unleash a devastating blast to clear the screen of annoying enemies.



This ED-209 wannabe is virtually unstoppable. Well-timed and accurate blasts are required to destroy it.

ANARCHY IN THE NIPPON

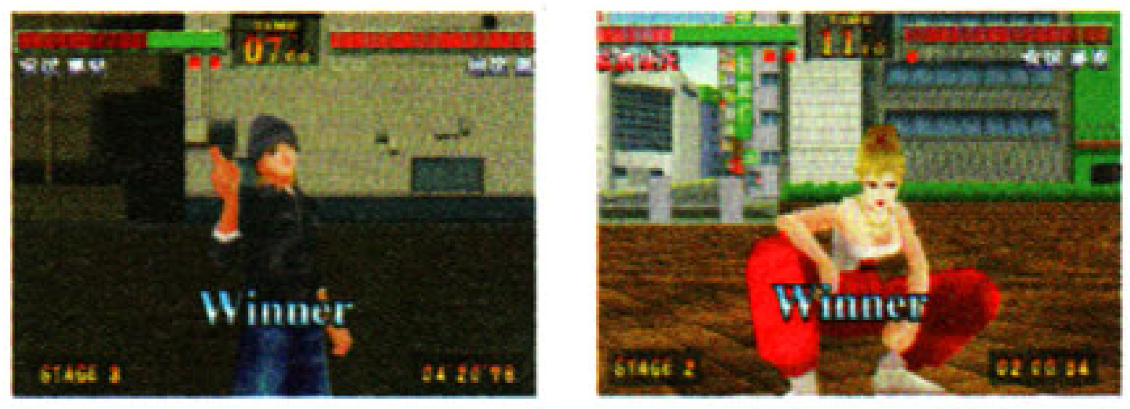
It's another 3D fighting game to issue forth from Japan's combat infested shores. Hmmm. Is there anything in Anarchy in the Nippon to make us just a little bit more excited? Yes, actually!

BY	KSS
PRICE	£TBA
STYLE	3D FIGHTING
RELEASE	IMPORT

THE ART OF NOISE

One aspect of Anarchy in the Nippon which is impressive is the range of sampled speech and bone-crunching effects. It has to be said that the VF series' contact noises seem to have lost power since the almighty sonic onslaught of Virtua Fighter 1, but Anarchy in the Nippon successfully brings some of those effects back, along with other equally raucous effects. It might seem like a small point but in the heat of battle, a cacophony of awesome noise really makes for a cool atmosphere.





Appreciate the detail on the cool 3D winning poses!





Throws are accomplished in a VF style with A and B buttons.

Considering that the Saturn has three of the greatest 3D fighting games around in the form of Virtua Fighter 2, Fighters MegaMix and Last Bronx, you'd think that the market would be pretty much saturated. In Japan at least this is frankly not the case.

Two new games are vying for the wallets of the Japanese fighting fan: the forthcoming conversion of Dead or Alive will be featured in the next issue of SEGA SATURN MAGAZINE. This month we've got hold of Anarchy in the Nippon - a videogame with a most intriguing origin.

In Japan, there are many regional Virtua Fighter champions. These guys are amazingly good at the game - true masters. It's not unusual for them to spend whole days on Virtua Fighter 3 machines, or even having one in the corner of their bedroom.

The Japanese firm KSS has brought together some of Japan's greatest Virtua Fighter warriors and put them to work on designing a home fighting game... the intent being to supplant Virtua Fighter 2 as best 3D fighting game on the Saturn. Shortly we shall see the fruits of their labour as Anarchy in the Nippon hits the streets.

SEGA SATURN MAGAZINE has had a good, long, hard look at the game and it's difficult to find fault with it. Any one expecting the loose controls and easy gameplay of Fighters MegaMix is in for a disappointment - as you would expect from a game designed by VF fans, what we have here is pinpoint accuracy and strategy stressed above random button pressing. The combination system used in VF also makes some kind of presence here - but the characters' vastly different techniques means that even VF masters will need to spend some time fully getting to grips with it.

Other aspects of the game are also instantly reminiscent of AM2's showpiece franchise. The visuals are super hi-res with some superb character texturing. The update is a totally solid 60 frames per second. There is never a hint of any kind of slowdown - the arcade experience is certainly brought to bear in this game.



Anarchy in the Nippon betrays its VF influences with PPPK attacks, as seen above.



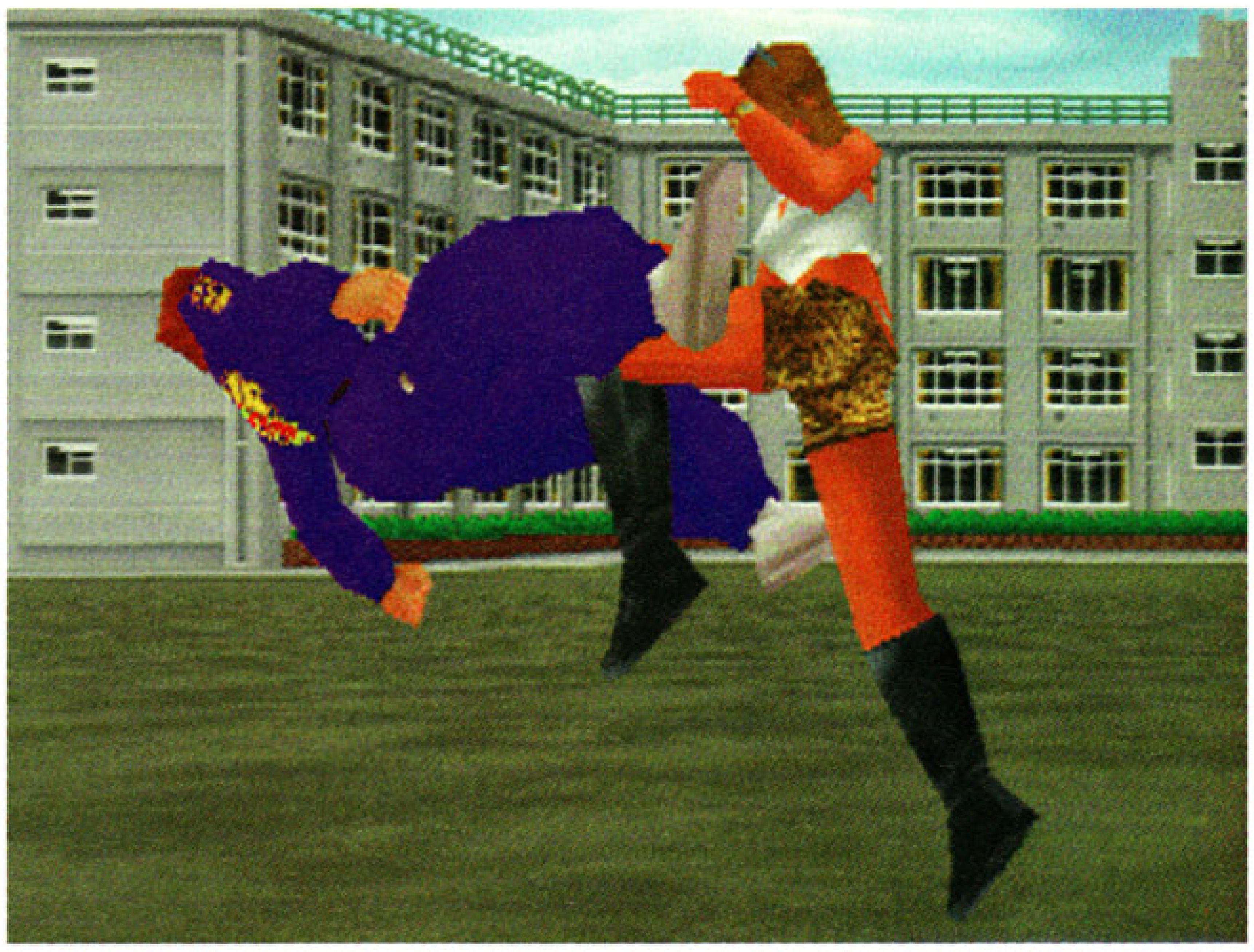
This guy (he's fighting against himself here) is one of the flashier combatants in the game.



The strangest throw in a fighting game ever!



This is the time to go for a stomping move.



Lighting was temporarily removed, but it's back - and how!



Once again the Virtua Fighter influence is seen in the form of Anarchy in the Nippon's floating combination methods.





The monsters are in and the speed is still unbelievably good.

Designed by the world's greatest Virtua Fighter players Anarchy in the Nippon is a cool, technically impressive brawler with much promise

If KSS hadn't been careful, Anarchy in the Nippon could well have been a simple VF clone, but thankfully the designers have gone for characters that are as pretty far removed from Virtua Fighter as you can get. Indeed, we'd say that the influence for the characters is more SNK than AM2. SNK always inject some humourous characters to stand alongside their diehard heroic fighting masters and this is the case in Anarchy in the Nippon. Most amusing of all is a tight suit cladded businessman in the habit of headbutting his opponents and scurrying between their legs! You get your ubiquitous range of fighting babes too, so that's all right then (but don't expect jelly-like wobbling breasts as in the forthcoming Dead or Alive).

Anarchy in the Nippon deserves a European release of some sort, simply because with every month that we hear no more about Virtua Fighter 3, fighting game fans are getting increasingly more frustrated. Anarchy in the Nippon's similar adherence to fighting skill and strategic battling, coupled with its drop-dead gorgeous graphics make this a game that could do really well...



I don't think we need to dwell on what's going on here.



Once again we see the VF style UP and PUNCH jumping stomp.

BACKGROUND ANALYSIS

Since the days when everyone found out that Shun's bridges wouldn't be in Saturn VF2, the world has had a seemingly obsessive craving for 3D backgrounds in a fighting game. Last Bronx kind of delivered with its stunning roofing effects, but other than that, most of the 3D fighting games to date have made do with 2D scrolling backgrounds. Anarchy in the Nippon is exactly the same. However, the backgrounds are scaled in size (just as in VF2), meaning that there is some depth in what you are seeing. This effect (which isn't in ANY of the Tekken games) is pretty cool, actually.



Yes, he's going through the legs. How utterly bizarre.





Anarchy in the Nippon's 2D scaling backgrounds are more like Virtua Fighter 2 than Last Bronx.

ENEMY ZERO

How's this for a low budget sci-fi film plot: Aliens attack a space station, but in a clever saving on the special effects budget, the aliens are all invisible! Enemy Zero is a bit different though - quality sci-fi action?

BY	SEGA
PRICE	£TBA
STYLE	ACTION / ADVENTURE
RELEASE	DECEMBER

THE JAPANESE ARE MAD FOR IT

Enemy Zero created a bit of a storm when it was released in Japan, and has since become one of the all-time highest selling Saturn games over there, thanks to the involving plot and cool FMV sequences. And the naked blonde woman probably helped as well, come to think of it. Anyway, why has it taken so long to get an official release? Well, how would you fancy translating four CDs jam-packed with Japanese text and speech? Still, Sega are up for the job, and they've even recruited eighties female 'pop' singer Luscious Jackson to provide the voice of Laura!





Most of the pics in this preview are taken from the video clips, because they all look so damn dood. The video window isn't quite full-screen, but the quality is still pretty high.

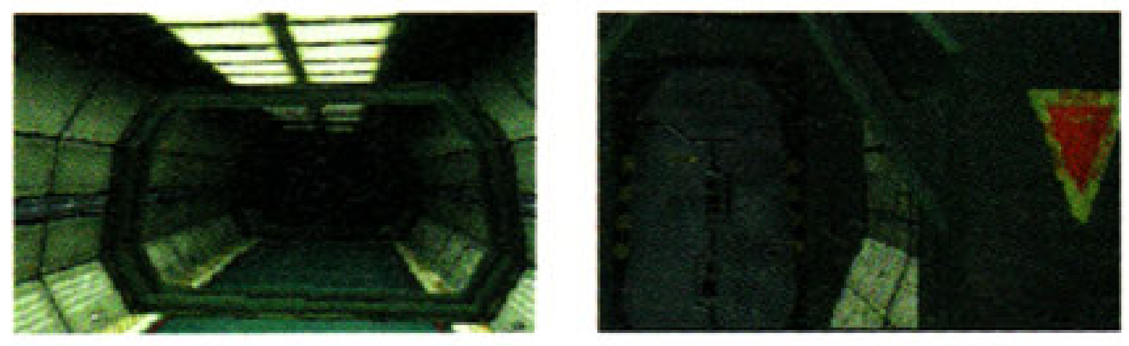


This game has the coolest intro I've ever seen. Invisible aliens smashing through steel doors, chomping on the heads of the staff members hiding behind them, while fuzzy security cameras catch the blood spurting all over the wall, and a gorgeous blonde naked chick views the action on her personal view-screen. Oscar-winning stuff. The only minus point in this awesome sequence is that the computer generated babe doesn't appear to have any nipples. Not that I was looking. Anyway, that's beside the point, because this girl (Laura) has just woken up from cryogenic suspension to find herself on a space-station that's being devastated by blood-thirsty invisible aliens...

The majority of the game is based around video clips, with some very impressive Doom-style 3D sections linking areas of the station together. Players control Laura as she investigates the crisis and horrific murders that are happening on the space-station. The first task is to explore the station and try to get the power turned back on - she has to talk to the remaining living crew members and find access cards for the doors, check out a map of the area, while all the time managing to avoid the rampaging invisible aliens.

These invisible aliens are a bit of a problem. They wouldn't be so much trouble if they were friendly and made an attempt to fit in, like Mork from Mork and Mindy, but these aliens don't care about making jokes and observing the curiosities of Human behaviour - they just tear people apart! Poor old Mindy wouldn't stand much of a chance with these heinous beasts, because being invisible makes it very hard even for a tough space cadet like Laura to survive. So how do you find and exterminate an invisible alien then?

Well, Laura has a scanner which can locate the beasts in the real-time 3D sections of the game, but players have to pay close attention, because the scanner only emits a beeping noise - the nearer the alien the faster the beeps, and the faster the beeps the



The game's 3D sections are really smooth and atmospheric.



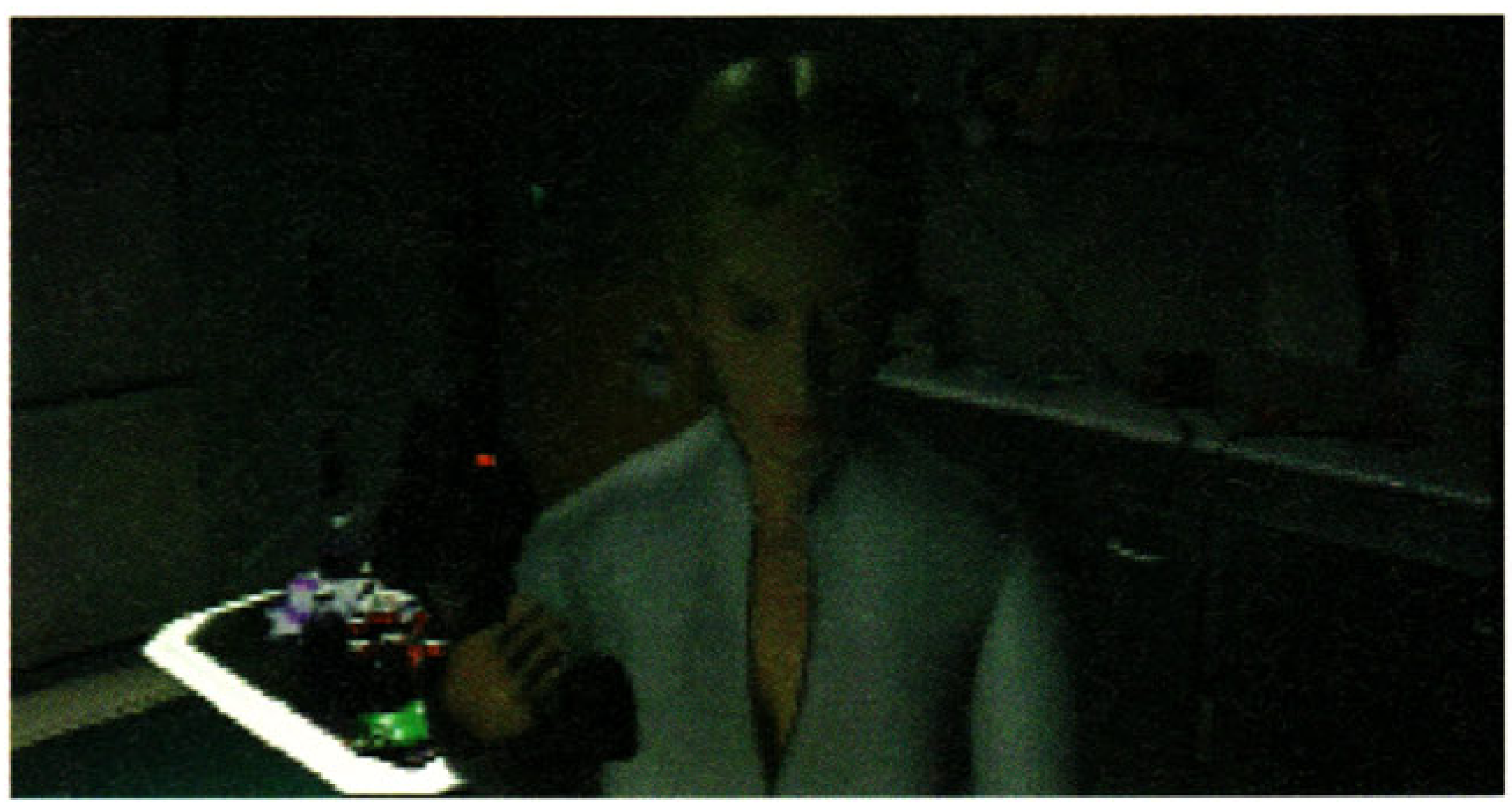


That's a very flattering camera angle for a young lady...

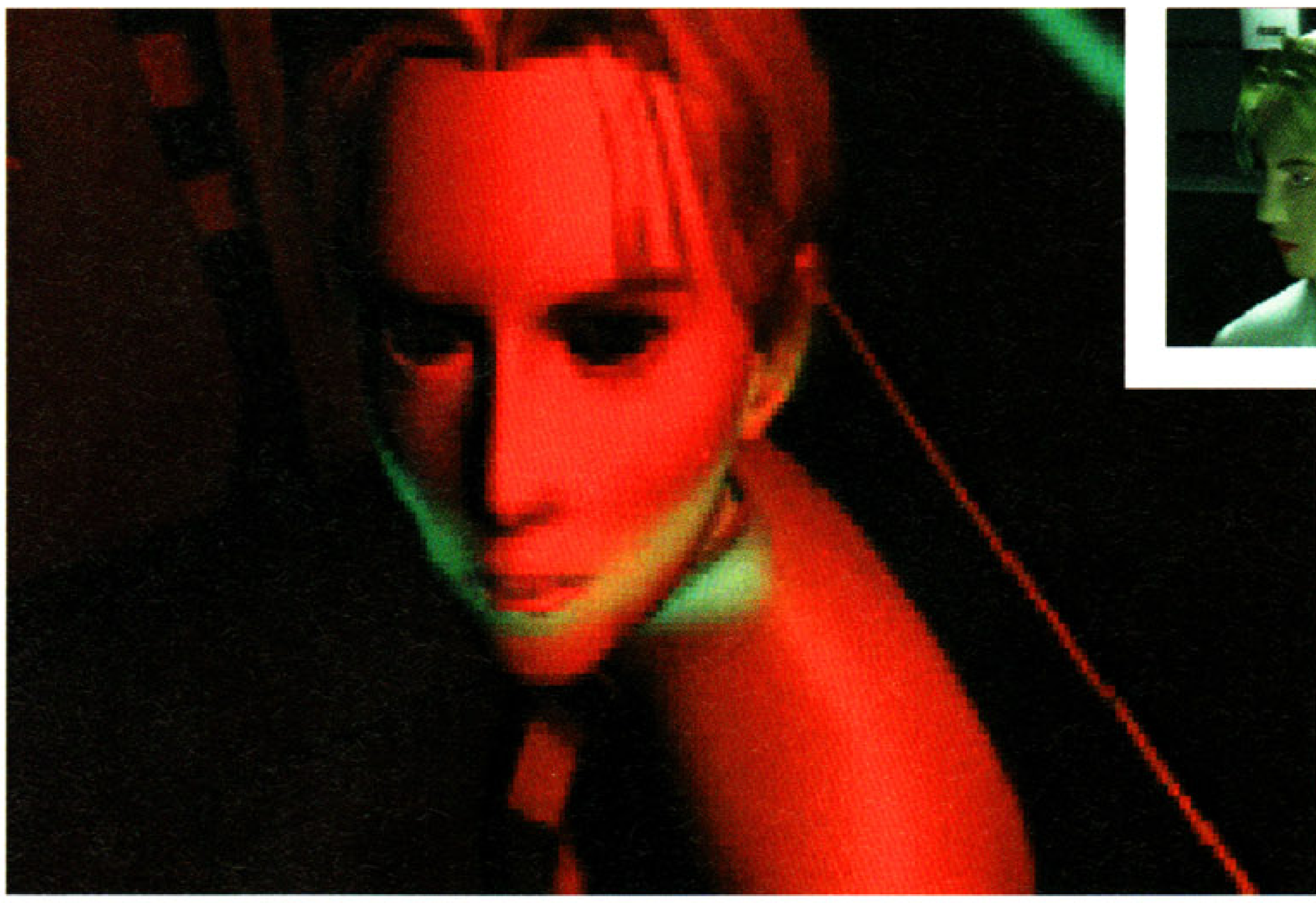
The combination of a stylish sci-fi plot and cool 3D action should make Enemy Zero one to look out for when it's released later this year



Laura's just found a swipe-card that should allow access to the space-station's store-room.



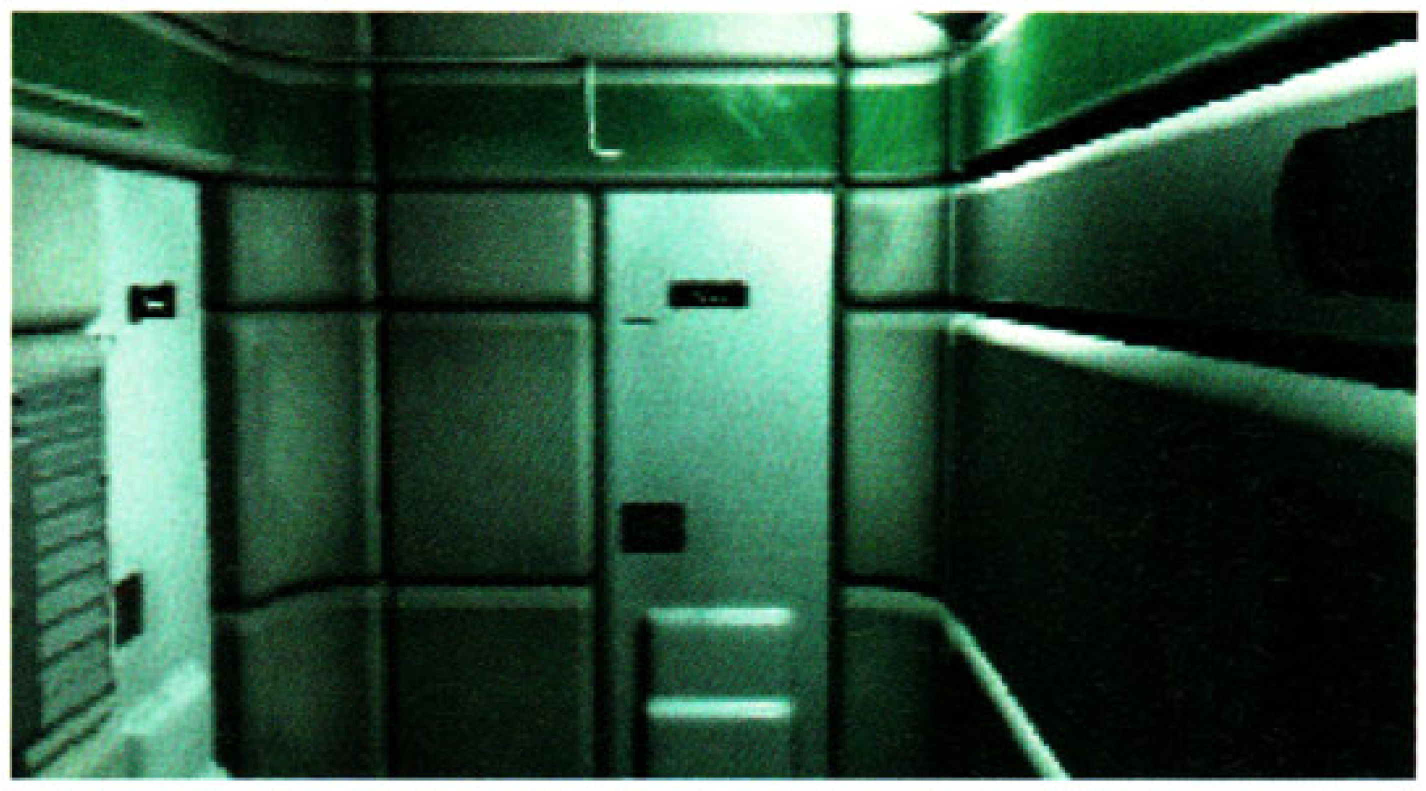
Uh-oh, now she's got a gun! And she means business as well. Watch out all you invisible aliens...







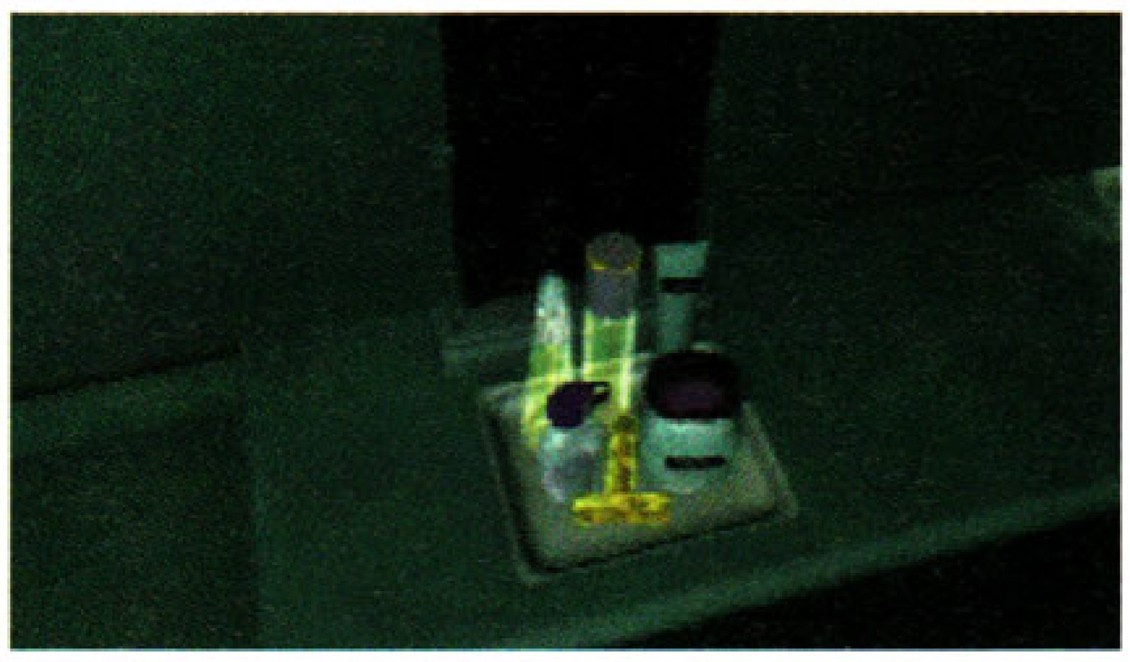
Emergency! Laura gets bathed in some red and green light, which always looks good in sci-fi films...



Negotiating most of the ship is done with yet more FMV sequences.



Laura's listening intently to her ear-piece for a status report.



More detail shown above. Laura must have very sensitive skin.





(Above) There may be a picture of one of the mean aliens in the pics above, but they're invisible so it's kind of hard to tell. When playing the game you'd know if an alien was nearby - the scanner would be beeping like crazy.

more chance Laura has of being torn limb-from-gorgeous-limb. It's very tough to get the hang of, but there's a handy training mode which helps players get to grips with the action. There's a lot of pretty violent action in this and every other part of the game as well, with a good selection of exploding heads and violent deaths. It's even harder for Laura to stand up for herself because she only has access to one fairly pathetic gun that needs to charged every time it's used, and because of this and the need to rely on the beeping scanner, fighting these invisible aliens is much more like a strategic game of cat and mouse, rather than mindless shooting action, as players need to get as close as possible to kill the beast in one shot. These 3D action sections which link the different areas of the ship are great - the idea of having to listen and concentrate on finding the aliens is fantastic, and it creates a genuinely scary and intimidating atmosphere, but anyone expecting Enemy Zero to be all shoot 'em up action will be disappointed - this is a very intense and highly plot-driven game.

The game music also helps to generate a spooky sci-fi atmosphere. It's been composed by a chap called Michael Nyman, who sounds quite famous, but I can't quite place the name. Probably some American big cheese rock musician, and I suspect he's only responsible for the more atmospheric music that features throughout the game, rather than the awesome Drum 'n' Bass track that accompanies the excellent intro.

This preview version of Enemy Zero is nowhere near complete yet (only two of the four CDs have been translated so far), but already the game looks like being an extremely playable mixture of great movie clips and tense 3D hunting, with a stunning sci-fi plot and some gratuitous violence and nudity thrown in. Cool! Will we finally have a game worthy of the tag 'Interactive Movie' after all these years of trying? Well, the game is currently scheduled for an early December release - we'll keep you posted on development...



MUST BE SOMETHING IN THE WATER

Enemy Zero was created by top Japanese games company Warp, best known for their previous Saturn game 'D' and for the antics of their totally crazy boss Kenji Eno. When Enemy Zero was launched in Japan, Eno decided to put together a very limited edition box set (only 20 copies), that cost the equivalent of £2000! Even more bizarre was the fact that Eno delivered the boxes personally to those Saturn owners mad enough to spend two grand on his game. They've also just released a Saturn game in Japan that has no graphics at all - just a completely blue screen and some complicated audio-based gameplay, which has so far defied all attempts at rational explanation. A European release for that one seems rather unlikely, don't you think? And to cap it all, Eno is currently creating a comedy TV show just for Japanese television (starring himself and six gorgeous women) all about the trials and tribulations of the boss of a Japanese software company! The boy's obviously not right in the head!



There really is an incredible amount of detail in the FMV sequences. Every single shot looks like it's straight out of a top drawer sci-fi movie, and the plot's just as detailed.



I can't help but notice the quality workmanship on that chair...



...workmanship that's even more impressive from this angle!

THE LOST WORLD

One of the summer's highest grossing movies, Steven Spielberg's dino sequel is also Saturn bound. But with the Lost World receiving mixed reviews will it fare any better as a video game?

BY	SEGA
PRICE	TBA
STYLE	PLATFORMER
RELEASE	TBA



There's nothing more annoying than being chased by a two ton carnivore. Run like the wind little Compy, run like the wind!





The battle for survival begins in DreamWorks' first game.

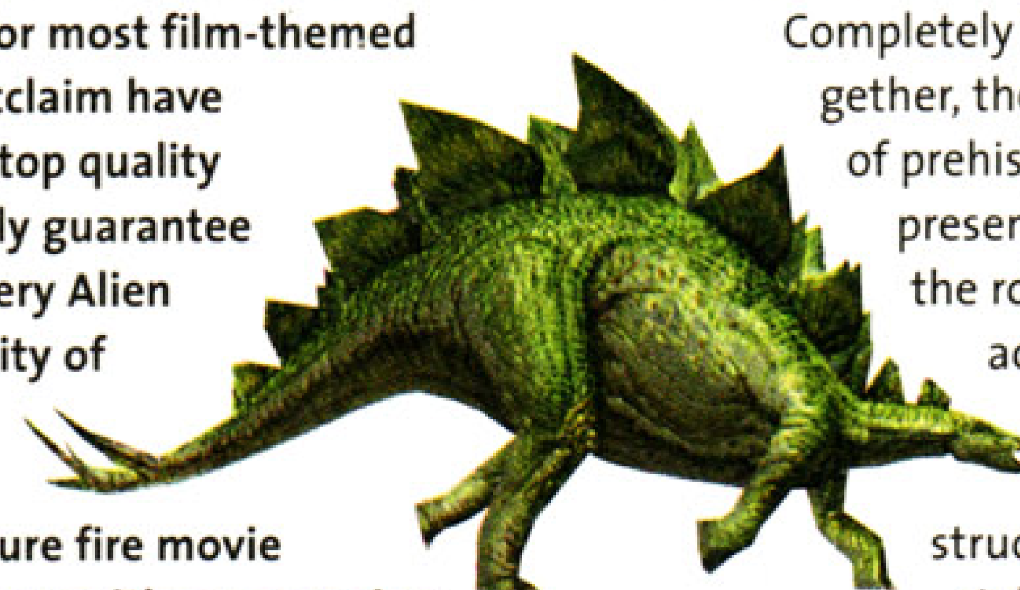


SOMETHING HAS SURVIVED

Megadrive owners may experience a sense of deja vü when playing The Lost World as its mix of both humans and dinosaurs has been tackled before in a 16-bit version of the original movie. With the Saturn game, DreamWorks has upped the character quota with The Lost World boasting such numerous playable and non-playable creatures as the tiny Compy, vicious Raptors, lumbering Brontosaurus, lethal human poachers and a certain two-legged towering terror.



The old adage of movies making dreadful licensed games is certainly one that rings true for most film-themed titles. As Acclaim have learned the hard way, a top quality movie doesn't necessarily guarantee a hot console hit. For every Alien Trilogy there's a Crow: City of Angels and many developers are now wary of even the most sure fire movie licences. That being the case, it's encouraging to see that the interactive arm of Spielberg's new wonder-studio, DreamWorks SKG, has apparently spent the time and effort to make The Lost World: Jurassic Park just that little bit special.



Completely ignoring the plot of the movie altogether, the game propels players into a number of prehistoric platform levels where they're presented with the opportunity to take on the role of both human and dinosaur characters. Although The Lost World is set on the same abandoned tropical island as the film, the game's structure consists of basic Pandemonium-style pseudo-3D stages requiring players to negotiate tricky ravines, perform well-timed leaps of faith and generally avoid becoming extinct. Essentially billed as a constant learning experience, The Lost World attempts to let players "grow" as they continue, with many varied levels ranging from a tiny



The final level finds scientist Sarah Harding desperately trying to escape from the dino-infested island. Players require all their skill in order to avoid ending up as an early lunch.





Keep moving or you'll wind up on the receiving end of a bullet.



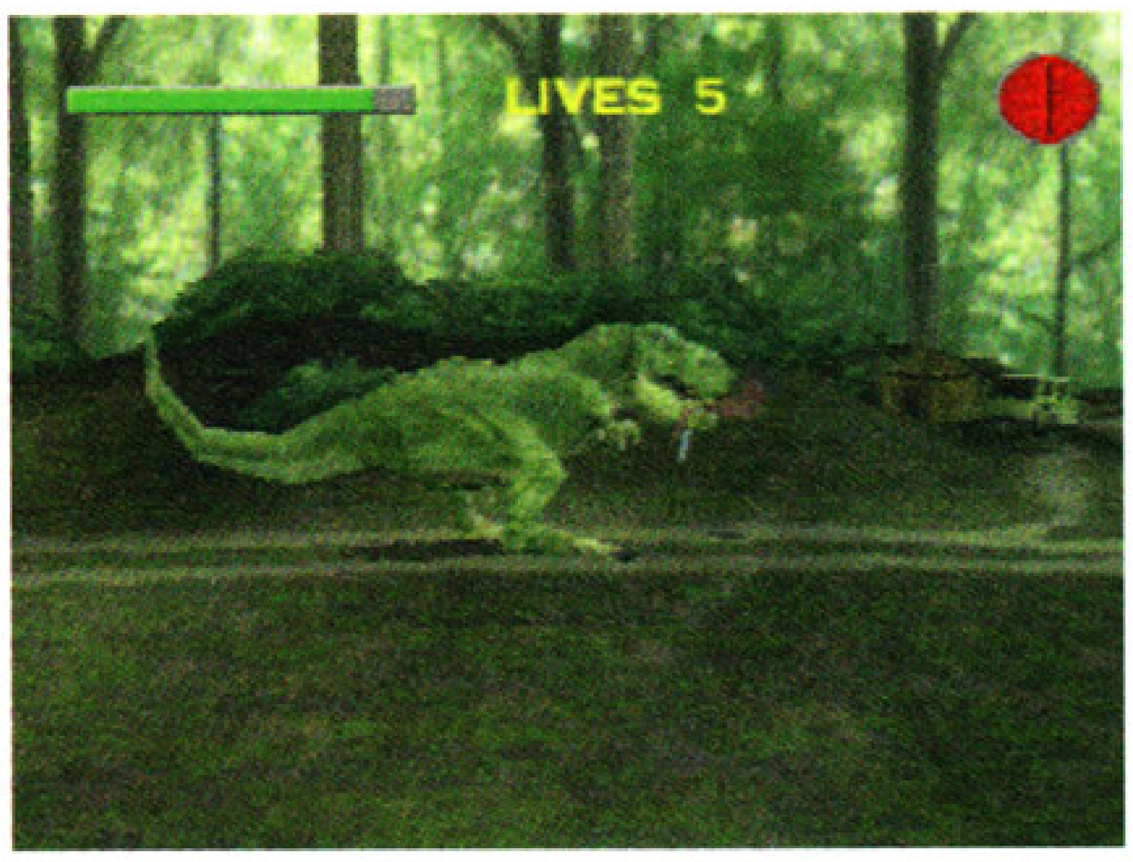








A scavenger and pack animal, the Compsognathus uses its speed and agility to overpower larger creatures.



"Mmm... who'da thought it, humans taste like chicken!" A hungry T-Rex chomps down on a tasty two-legged snack.

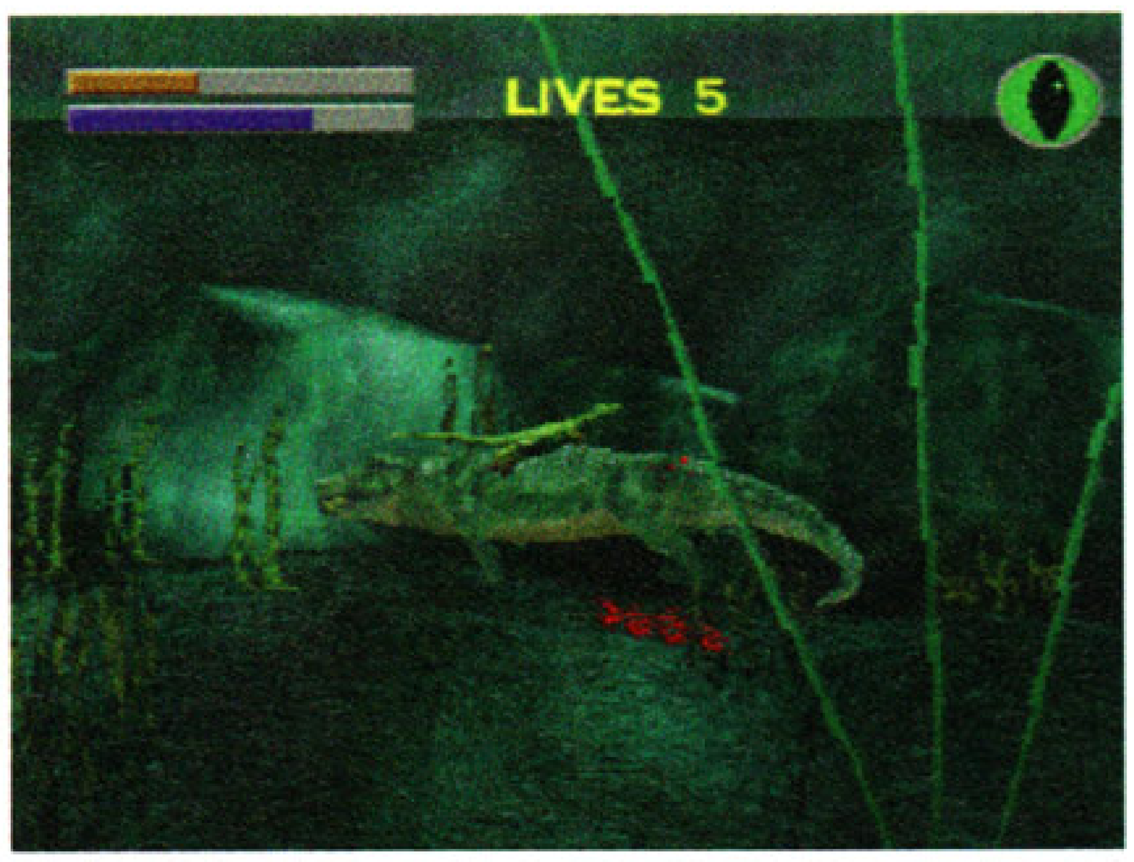


Knock hunters from their overhead baskets.

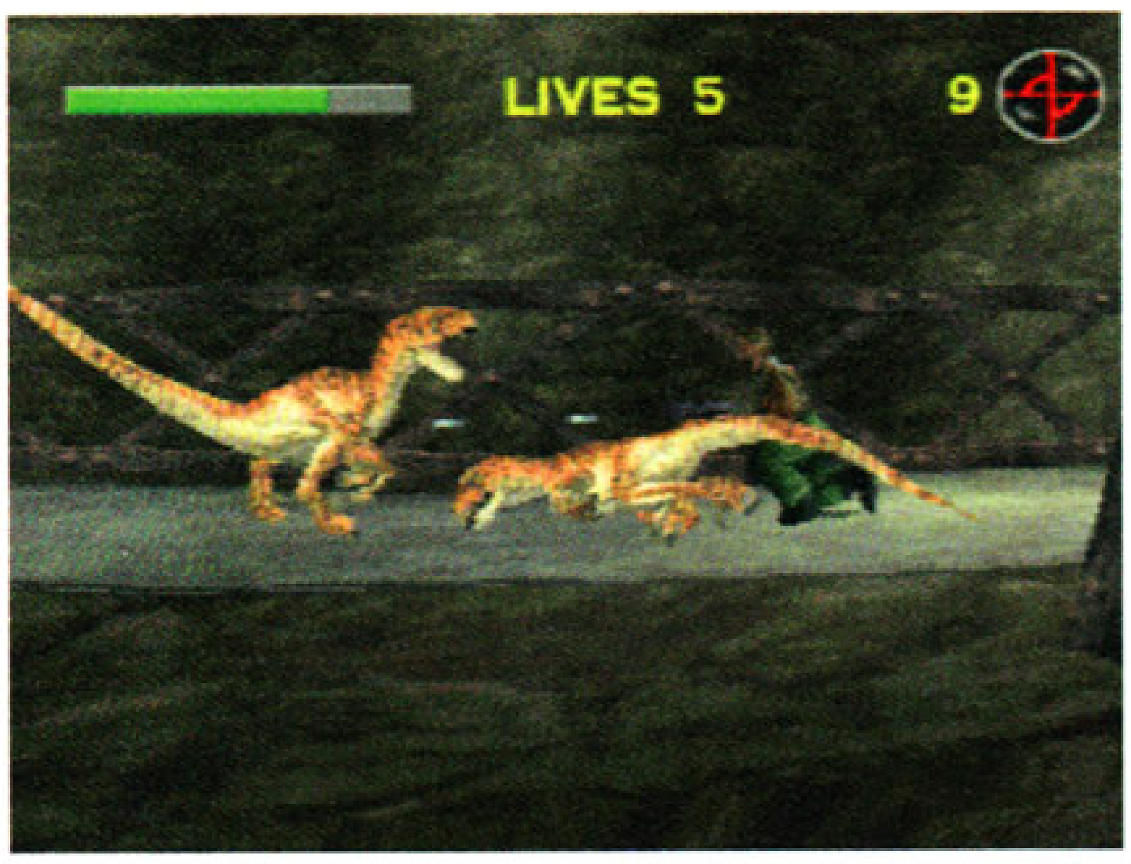




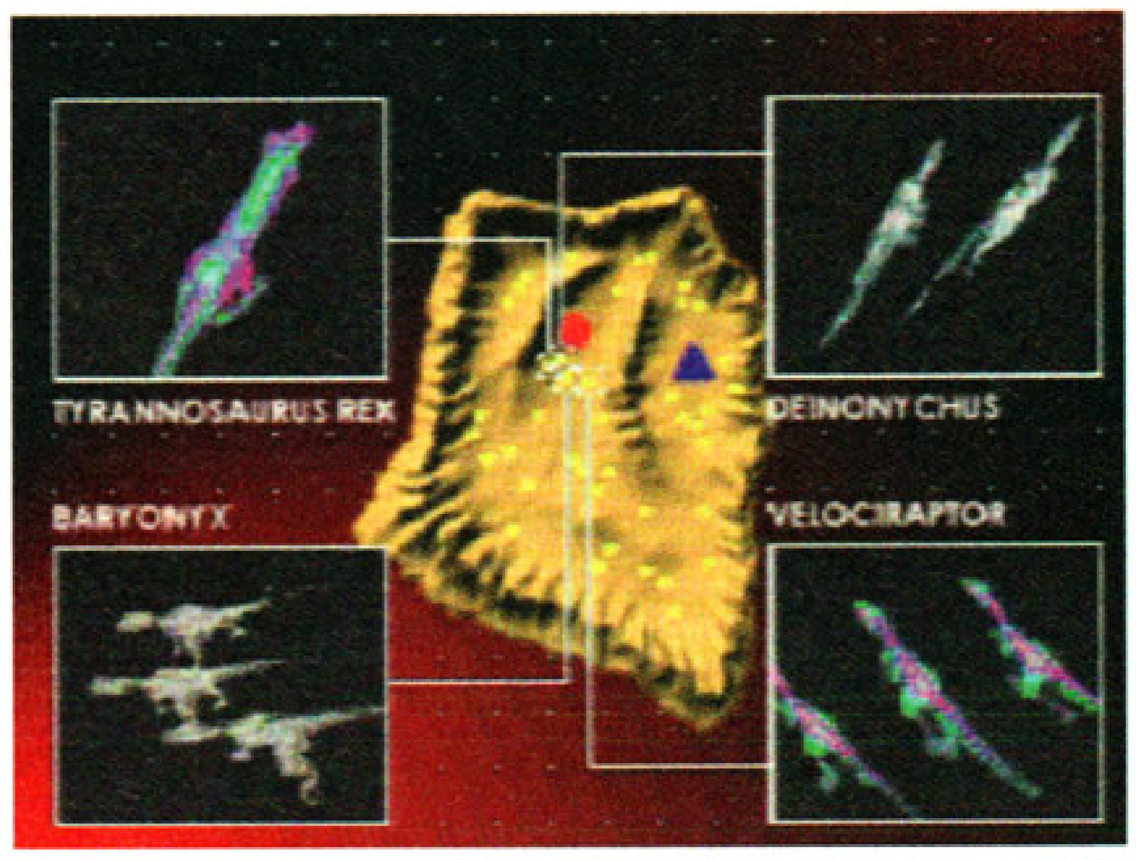
The underground caverns contain razor-sharp spikes, lava pools and monsters galore. Too many hits and you're history!



Dodge snapping crocodiles whilst searching for air pockets.



Raptors are crap, three bullets and they're history.



The Lost World, an island paradise that is home to some of the most dangerous creatures that ever roamed the planet.

It's clear that DreamWorks has made every possible effort to simulate the believable environments glimpsed in The Lost World

Compsognathus searching for food in order to survive through to the Bionic Commando-style human hunter stages and culminating in some satisfying Tyrannosaurus Rex stomping.

While dashing from left to right seems to contribute the dino's share of the action, The Lost World also contains a host of secrets to discover and power-ups to collect, with the latter being hidden in the usual impossible-to-reach locations. For the dinosaurs these items consist of basic food required to keep their strength up, for the humans they range from gas canisters and automatic weapons to health icons and rocket launchers. Cunning use of both natural abilities and handy power-ups enable smart players to make it safely to the next challenging stage in one slightly battered piece.

As a relative newcomer to the world of interactive entertainment, DreamWorks SKG has used its extensive knowledge of the entertainment industry and its unique access to the game's source material to craft a potentially cool title. Not only do all the dinosaurs move extremely fluidly, but they're all based on the actual CG models created by the special effects gods at Industrial Light & Magic. Likewise, the Lost World's use of digital sound effects is breathtaking, ranging from the atmospheric ambient noises of the jungle to the Dolby Surround-pumping cry of the fearsome T-Rex.





It's clear that every possible effort has been made to simulate the believable environments glimpsed in the movie and players will be hard pushed to fault the game's overall presentation. However, it's in the gameplay department that the Lost World's inhabitants will encounter their greatest challenge, facing off against such Saturn platform stalwarts as Pandemonium and Bug Too! Hopefully, Spielberg's creation will find favour with both movie fans and Saturn owners alike thanks to its attention to detail and sheer ferocity factor. For the full DNA dino-test, check out the essential SEGA SATURN MAGAZINE review next month.

MOMMY'S VERY ANGRY!

Tackling the game's earlier levels acts as a taster for the final ground-shaking T-Rex stages. As easily the most popular character in both films, the T-Rex lives up to its reputation by providing some of the game's more enjoyable and memorable moments including the ability to munch hapless humans, trash base camps and cause plenty of damage to anything that's unfortunate enough to get in this terrible titan's path.







Collect hidden DNA strands to access hidden bonus artwork.

Virtua Writer™

Sega Saturn Magazine's readership has increased by 72.5% over the last year, something we're very proud of. But we're constantly striving to improve our mag further, making it the only Sega magazine you'll need to buy. So if there are any areas in which you feel the magazine could be improved, changed, or new features added, drop us a line at: VIRTUA WRITER, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ, or email us at virtua.writer@ecm.emap.com. The sender of the most entertaining read could win a limited edition Virtua Fighter 3 book, so get scribbling now!

REGARDING SONIC R...

Dear SSM

Regarding Sonic R (issue 22): "Check out the amazing reflective effects - PlayStation can't do this". Sorry SSM, but that's bullshit. Sure, it looks great and I can hardly wait for the title, but do you honestly believe that the PS can't perform this effect? You're showing a real lack of knowledge if you do. You also state in the same issue



It's official, the PlayStation CAN'T produce these effects.

during your Sonic Jam review that the graphics in the Sonic World section easily rival those of Mario 64. Have you seen Mario 64 in action? Don't get me wrong, I was well impressed with Sonic Jam, but the graphics of Mario 64 are in a different league entirely. The new 4MB RAM cart could help to replicate some of the effects seen in Mario 64. Come on Sega, pull your finger out! And, more so, come on SSM... none of us want to see the Saturn fade into obscurity, but you must be honest with your readers. Statements like the aforementioned are reserved for sad Amiga owners who can't come to terms with the fact that their machine is dead.

Matt Belcher, West Midlands

Clearly it is your knowledge on the subject Matt, which is, to use the vernacular "bullshit". Direct your attention to last month's interview with Travellers Tales' Jon Burton, where he stated "the misting technique (where the backgrounds fade in to view) would drop the frame rate to about 10 frames a second or less on the PlayStation, the reflective water would be VIRTUALLY IMPOSSIBLE to achieve, and the Saturn has better Gouraud shading giving much smoother lighting." As for your second point, we've all played Mario 64 to the point of boredom, which is why we feel confident in saying that Sonic World's engine is more than a match for Mazza. If anything, Sonic World's environment is more densely populated and more detailed than those of Mario 64, without the eye-bleedingly blurry graphics. LEE

Maybe directly comparing Mario 64 to Sonic World is a bit off, as the Sonic Team use a combination of 2D and 3D to achieve their effect. But the overall affect is extremely similar, minus (as Lee says) the crap mip-mapping which always makes me think I'm completely short-sighted. Oh, the 4MB RAM cart is exactly that: extra memory. It WOULD NOT help replicate effects N64 does with hardware. RICH

PHIL HAS LEFT THE BUILDING!

Dear SSM

In issue 20 of your magazine you printed cheats for Tomb Raider which you said were obtained from Core Design. However, one evening I tried this cheat and like everyone else who has ever tried it, couldn't get it to work. So as I was badly needing some help on this ace game, I decided to give Core a ring. I asked the man over the phone how to perform the level select cheat, but to my horror he told me that there were no cheats whatsoever for the Saturn version and that all the cheats printed were false.

Please tell me who is right as I really need some help in level seven of this game

John "Games Guru" Lowery, Northern Ireland

With SSM's tipster Phil Dawson's recent "departure" from the EMAP building, it would be easy to heap the blame on him. So... er, it was Phil's fault. No, just kidding Phil. After repeated telephone conversation's with Tomb Raider's programmers, we were informed of a level select cheat which was subsequently printed in several editions of the mag. Of course, this cheat turned out to be complete and utter rubbish, all the while Eidos insisted it worked. In the end we reached the conclusion that either the programmers were completely mad, but in a moment of clarity had created a stunning videogame before reverting back to their demented ways, or they deceived us. Either way, there's no Saturn Tomb Raider level select cheat that we know of. Besides, if you're such a games guru John, why haven't you progressed past the seventh level of Tomb Raider yet? LEE

UNHAPPY SATURN OWNER WRITES...

Dear SSM

I am a Saturn owner but I am very unhappy. You see, I think it's crap. Reasons? Well it is slow, it is very jerky and its conversions are a pile of crap, the PlayStation ones are mint. It can't handle a piece of crap it's that bad. Quality over quantity is poo. Just because it has no backers and hardly any games, some sad Saturn owners have this tattooed on their arse. Time Crisis is a mint game and Saturn owners could not even dream of such a game on their console.

So because of these reasons I think I should get the best console in the world, the PlayStation.

Omran Shroufi, Sonyville

We're prepared to concede that many Saturn conversions of PlayStation titles have not been up to standard, which naturally reflects badly on the console. Yet to assert that this is as a result of the Saturn being "slow" and "very jerky" is ludicrous, as it is clear that when competently programmed the Saturn can produce visuals far in excess of anything achieved on the PlayStation. As for your "it can't handle a piece of crap" argument, would you care to explain the inferior PlayStation versions of Duke Nukem 3D, Marvel Super Heroes and Exhumed to name a few? They're hardly what you may refer to as "mint", whereas the Saturn versions are. And quality over quantity isn't poo. It puts us in the desirable situation of being able to fill our pages with some of the finest games of our time (notably Duke, Quake, Sonic R, Marvel) rather than the deluge of toss you'll find in the PS mags which nobody of sound mind would even consider purchasing. As for Time Crisis, Saturn owners don't need to dream of such a game, as they've been playing the likes of Virtua Cop 1 and 2 for literally years now, whilst PS owners await Namco's blatant rip-off. LEE

If you truly believe that "quality over quantity is poo", I highly recommend that you do indeed buy your PlayStation. The Saturn is a machine for hardcore gamers who know the value of quality titles. I'm not saying that the Sony machine is bereft of good games, but what the Saturn does best, the PlayStation can't match. Additionally I suggest looking up the word "mint" in your dictionary. RICH

QUAKE IS COMING!

Dear SSM

I just want to know what the big deal is about Quake. Everyone who owns a Saturn is dead excited about its release, but the truth is that it's been out for over a year on the PC. Experienced gamers will know that Quake comes into its prime when played as a two or more player DeathMatches and co-operative games, at this it's unbeatable. But as a single-player game, I'm with the school that believes that Duke Nukem 3D and Dark Forces are better games. And since the Saturn has no link-up mode, I think Saturn Quake isn't going to be as brilliant and durable as everyone thinks it is going to be. Consoles trying to imitate PC classics (Doom, Quake, Duke etc) have got a lot to live up to.

Tom Elstob, Ipswich



Dark Forces a better one-player game than Quake? Yeah right!

The point is Tom, that very few Saturn owners have access to a PC, given the preposterous amount of money they cost. So for many people, the incredible Saturn conversion will be their first opportunity to experience the mighty Quake, reason enough to get very excited. Admittedly, it looks increasingly unlikely that Lobotomy will include any multiplayer options in their conversion, but you're not seriously suggesting that Quake is redundant as a one-player game, are you Tom? Besides, the only school that we know of that believes Dark Forces is a better one-player game than Quake is the special needs school. LEE

I agree that Quake may lose something without DeathMatch, but it's still an amazing game. What are you saying - that without DM, there's no point at all converting it? Hmmm. Consoles trying to imitate PC classics have got a lot to live up to, I agree. That's why Saturn Duke Nukem is so ace! And I should know having played it, as opposed to you, who hasn't. RICH

BOOK WINNER



SEGA IS THE FUTURE OF GREAT GAMING

DEAR SSM

With all the negativity being pushed in certain circles regarding Sega's wonderful Saturn console, I thought I'd better redress things a bit with a few important points on the other side.

1. The Saturn is the cheapest, most accessible machine ever seen on the planet with that amount of processing power. At £99, it is £30 cheaper than the PlayStation and £50 cheaper than an N64.
2. The Saturn comes with internal memory, so you are not ripped off as with the other consoles by having to buy a £20 memory card to play most games.
3. The Saturn has the best 3D fighting games on any system bar none, in Fighters MegaMix and Virtua Fighter 2.
4. The Saturn has a range and depth of games that the N64 will probably never achieve.
5. The Saturn has far more RAM than the PlayStation, enabling faster loading times and the coding of vast games like Quake, which it seems the PS cannot handle.
6. The Saturn has expandable memory capabilities with the new RAM cart, allowing for even better quality gaming.
7. Unlike a certain other console I could mention, the Saturn hasn't been plagued with unreliability problems and disc skipping.
8. The Saturn has brilliant and exclusive range of arcade games and exclusive RPGs such as Dragon Force, Shining the Holy Ark and Grandia.
9. Finally, go to any major arcade to look at the future of console gaming. Look at the cutting-edge games which everyone is playing. You'll see that most of them are made by Sega. Not by Johnny-come-lately companies entering the console field to make a fast buck. You will look in vain for Sony, or even Nintendo. Sega is the future of great gaming.

James Grant, Yorkshire

Well that's just as well really, isn't it? RICH

WHAT HAPPENED TO JONAH?

DEAR SSM

Why did you print Jonah Lomu Rugby in the Out Now section of Issue #22? I have had one source now say the release date is October, whereas most suppliers still have no release date!

I now take no interest in your release dates, so please don't print them until you have it in black and white. Sod this mate, I'm off to buy a PlayStation.

Mark Ward, From a fax machine somewhere...

The release dates printed in this fine publication are accurate at the time of going to press. On occasion these change due to circumstances beyond our control, as in the case of Jonah Lomu Rugby. Codemasters have held the Saturn version back with the intention of having a simultaneous release with the PC version of the game, coinciding with the start of the new rugby season. This means all things going to plan, the Saturn version of Jonah Lomu Rugby should be in the shops by the time you read this, which you could have discovered some time ago by simple telephoning Codemasters yourself. LEE

Our release dates come straight from the companies involved and they're passed straight on - excuse us if our crystal ball is a bit murky but we're doing the best we can. Out Now is written six weeks before the mag actually comes out, so again we have to rely on outside info. Unless you want "Out Last Month" instead. RICH

ANOTHER SATISFIED CUSTOMER

DEAR SSM

What is wrong with some of your readers? Everywhere I look some idiot or another is slagging off your mag and moaning about demo discs. And another thing, why have some of your readership fallen in love with that puerile trash known as Saturn Power? Don't these mugs realise they're being taken for a ride? They are handing over £5.00 for a poorly written, badly laid out, amateurish "fanzine" which annoyingly rounds off the corners of its screen shots, and churns out increasingly poor "demo" discs. I suppose the first disc was okay. Granted, all the playable demos were already on sale, but let's not be pedantic, eh? The second was a tragedy though, a rolling demo of Hardcore 4x4 and two of the jerkiest, most unplayable games ever in Actua Soccer Club Edition and Reloaded. Well, we all know the story of the third disc. Can they seriously expect people to hand over a fiver to listen to game music?

Well I for one think you're doing an excellent job. Your reviews are never biased, the layout is superb and although your discs aren't monthly, they're ACE!

Craig Ward, Lincs

Thanks Craig - and hey 38,941 other readers can't be wrong, can they? The only problem is, it's only the ones with complaints or queries who tend to write in, damn them, making for a pretty miserable letters page. As for our discs, hopefully they should be more frequent over the coming months... LEE

From now on, could all you lot direct your criticisms of Saturn Power straight to them please? The war of words between the two mags is getting a bit ridiculous really especially as now they want to make it more... *personal*. Not that I really care - the success of a mag is down to sales - SP's "estimated" ABC sales figure is 22,000. Ours is over 16,000 stronger - which suggests that many more people prefer SSM's approach to covering Saturn games. And while their CDs have apparently dried up, we're going to INCREASE our disc activities. Trust someone who knows: the best is yet to be... RICH

BRIEFLY...

DEAR SSM

He he he he ha ha ha haaa... I am quite mad.

A disturbed person, Lancashire

Indeed. LEE

I have no idea why Lee has entered this letter for inclusion in the mag. Don't waste your effort and money (and our time) on such insolent buffoonery again. RICH

DEAR SSM

I am having a few doubts about Sonic R. The graphics look stunning, but what about the playability? After reading the showcase in issue #22, it appears you run around five tracks trying to beat four opponents. A bit boring methinks. It sounds a bit like the bonus stage from Sonic 2 with nice graphics. If this is part two of Project Sonic, is it worth the wait?

Ronny Dobbs, Middlesbrough

Clearly you didn't read the showcase carefully enough Ronny, otherwise you would have discovered that Sonic R is much more than a straightforward racing game. There's a vast exploration element not seen in other racers, hidden routes to discover, rings to collect, power-ups to locate, a myriad of secrets and loads more cool stuff. Put simply, it's a breathtaking game and most definitely worth the wait. LEE

As Lee says, read the feature properly before moaning. Sonic R has the potential to out-quaff Mario Kart 64 in terms of visuals and gameplay, such is its power! Hopefully your doubts will evaporate when you play the EXCLUSIVE demo coming soon to SSM! RICH

DEAR SSM

I'd just like to say that your coverage of the recent Sonic Jam was excellent, which led me to purchase a copy of the game the very same day it came out and it more than lived up to my high expectations. In fact, I liked it so much, I was wondering what the chances were of Sega releasing a Sonic Jam Volume Two, featuring the remaining Sonic titles from the massive back catalogue (Sonic Drift, Chaotix etc). I know the graphics are a bit rubbish, but it's like you always say, it's the gameplay that matters most.

Mike Spencer, Hartlepool

The whole point of Sonic Jam was to reintroduce Sonic to those who missed out on the phenomenon first time around and build anticipation for the awesome Sonic R. With that goal achieved, there really is little point in releasing a volume two, especially considering the other Sonic games you mention never really had the same impact as those featured on Sonic Jam. A shame, really. LEE

The other really cool thing about Sonic Jam is that the four games included were actually coded by the Sonic Team (as opposed to the others) and were by far the best Sonic games you could get. Did you actually play Sonic Drift (shudder)? RICH

Q&A

Questions. So many questions. And answers. That's what we (we being Editor Rich Leadbetter and Sega Overfiend, Mark Maslowicz) have for you. So send them in to I AM HONESTLY INTERESTING Q+A, SEGA SATURN MAGAZINE, 37-39 Millharbour, London E14 9TZ. Or email them to ssm.qa@ecm.emap.com. Oh and Paul Gibbs: Batman and Superman aren't Marvel characters so they aren't likely to appear in any Capcom Marvel game. We're getting a lot of Marvel wishlists/ comments actually - send 'em in to Virtua Writer, not Q+A!

THE £15.00 VF2 MAN!

Dear SSM

I have a few questions that me and my army of headless chickens have to ask you and your magazine.

1. Will Touring Car retain its glorious hi-res graphics?
2. I've noticed that since you started from your first demo disc, it's been three issues then a demo discs. Coincidence or set routine?
3. Was VF2 for £15 a decent buy?
4. Will Last Bronx truly surpass VF2?
5. Will there be a sequel to Sega Rally?
6. What will happen after VF3?

Joe McCoy, Glossop

1. Nope, but it still looks cool. 2. We produce discs as we get them. There is no set routine. 3. Oh yes sir! 4. Nope, apart from graphically. 5. It's a good possibility. 6. VF4, presumably. By the way you should have said "my headless chickens and I".

THE MOST BIZARRE SONIC QUESTION EVER

Dear SSM

1. Is Saturn Quake or Saturn Duke Nukem 3D going to be any different to the PC versions?
2. Is Quake only going to be converted onto the Saturn and N64?
3. When is Croc coming out on the Saturn and is it any good?
4. Is there going to be an Exhumed 2?
5. Has Heart of Darkness been canned on all formats?
6. Is Sega's light gun game, The Lost World, coming out on the Saturn?
7. Is there going to be another Sonic compilation with all the Game Gear Sonics on it?

Someone, Somewhere

1. Yes they will be different. Look at the reviews and showcases of both games for details. 2. It may now appear on PlayStation (and you won't believe who's doing it on spec for GT) but not until summer next year at the earliest. 3. Croc's out in November. As to whether it's any good, I'd say yes - but read the review this issue for the whole story. 4. Unfortunately only on PlayStation. 5. The developers are still doing it, believe it or not, despite Virgin having canned it so it might appear via someone else. 6. There are no plans at this time. 7. Er, why bother?

PERPLEXING FV/ VF2/ FMM CONUNDRA

Dear SSM

This is the first time I've wrote to your awesome mag so can you experts answer my questions?

1. When Daytona USA first came to the Saturn, it had an extra Saturn Mode option. Will the same happen to Sega Touring Car?
2. Do you think it would be better to buy Fighters MegaMix rather than getting VF2 and Fighting Vipers?
3. Could you please give me about two to four games I could purchase after Christmas '97?
4. Will Need for Speed 2 come out on the Saturn because I think the first one is wicked.

Brett Turner, Nottingham

1. You betcha. Look at this issue's showcase for detailage. 2. Hmmm. No. You really need to own FMM and VF2 as opposed to FMM and FV, which are too similar. 3. Why not just get Duke Nukem 3D, Resident Evil, Sonic R and Touring Car - all of which will be out before (and indeed after) Christmas. 4. There are no plans at the moment.

Q+A GOING DUTCH SHOCKER

Dear SSM

Please answer my letter as I wrote to six different games mags so I hope the seventh time is going to be lucky. Now on with the questions.

1. I collect another mag called CVG (You must have heard of them *(Who? - Rich)*) and on one of the pages that had Capcom games all over it there were games like Marvel vs Street Fighter and Pocket Fighter. Are they coming to the Sega Saturn?
2. When will X-Men vs Street Fighter be coming out on the Saturn? Possibly in the first quarter of '98?
3. Do Sonic Team have any plans for a full 3D Sonic game like Mario 64?

Ben Duerden, Holland

1. Marvel vs Street Fighter is definite. Pocket Fighter is highly likely. 2. It all depends on a) whether Virgin want to release it and b) whether Sega will release the 4MB RAM cart. It's not out of the question but Sega don't seem keen at the moment. SHAME ON THEM! 3. The Sonic Team have MANY plans!



SonicWorld: Proof that a 3D Sonic game would rule!

GO FOR SWITCHES OVER CARTS YOUNG MAN!

Dear SSM

I am a fan of Capcom beat 'em ups and other bizarre Japanese games which you often showcase in your top class mag. Please answer my import gaming questions.

1. I have seen ads for a peripheral that allows you to play import games on a UK Saturn. Is this the only way?
2. Would this interfere with a RAM cart if I had one?
3. Would an import RAM cart work on a UK machine?
4. Will CyberBots or Silhouette Mirage ever get a UK release? This would save me a lot of hassle.
5. Imports aside, X-Men is cool and I've no doubts that MSH is also superb. Will we ever see any DC licensed games? I would love a game of Superman vs Doomsday.

Andy, Broadstairs

1. Nope. The best way is to have country code and NTSC/ PAL switches added to your Saturn. That way you get a full-speed, full-screen display which you DON'T get with the peripheral you mention. To be honest, this is the ONLY way that an official UK Saturn owner will get to play the likes of Marvel Super Heroes and Street Fighter Alpha 2 the way they were intended to be played. The upshot of it is that your warranty will be made void (if your machine is less than a year old), but to be honest, if you're that serious about 2D games like Capcom's, it's the only way to go. 2. It certainly would. Get the switches. 3. Indeed. 4. CyberBots, no. Silhouette Mirage - you've got to convince Sega, who aren't keen. 5. No plans yet. If Capcom did a Marvel vs DC fighting game (or JLA vs Avengers), I would be most happy indeed. This Marvel vs Street Fighter nonsense makes for great gaming, but let's face facts: none of the SFers would stand a chance against superhuman opposition. I defy any Capcom fan to challenge this argument in the pages of Virtua Writer!

FAQ

Aha - this little section is where we answer the most frequently asked questions. FAQ. Geddit?

1. Is Fighting Force coming out in the UK?

Well apparently it is now. We have it on good authority that if Sega won't license it for release, Eidos will get around to doing it themselves. Development continues regardless.

2. Is House of the Dead coming to Saturn?

Sega are continuing to bring their arcade produce across from Model 2 to Saturn and House of the Dead is extremely likely to appear.

3. Will there be a Saturn 2? When will it be out?

The machine is in the preliminary stages of development. It's unlikely to be called Saturn 2 (or BlackBelt) and it's unlikely to be out for a long time. However, we guarantee that it will be OBSCENELY powerful. Forget PCs, definitely forget N64 - Sega's new machine will be incredible.

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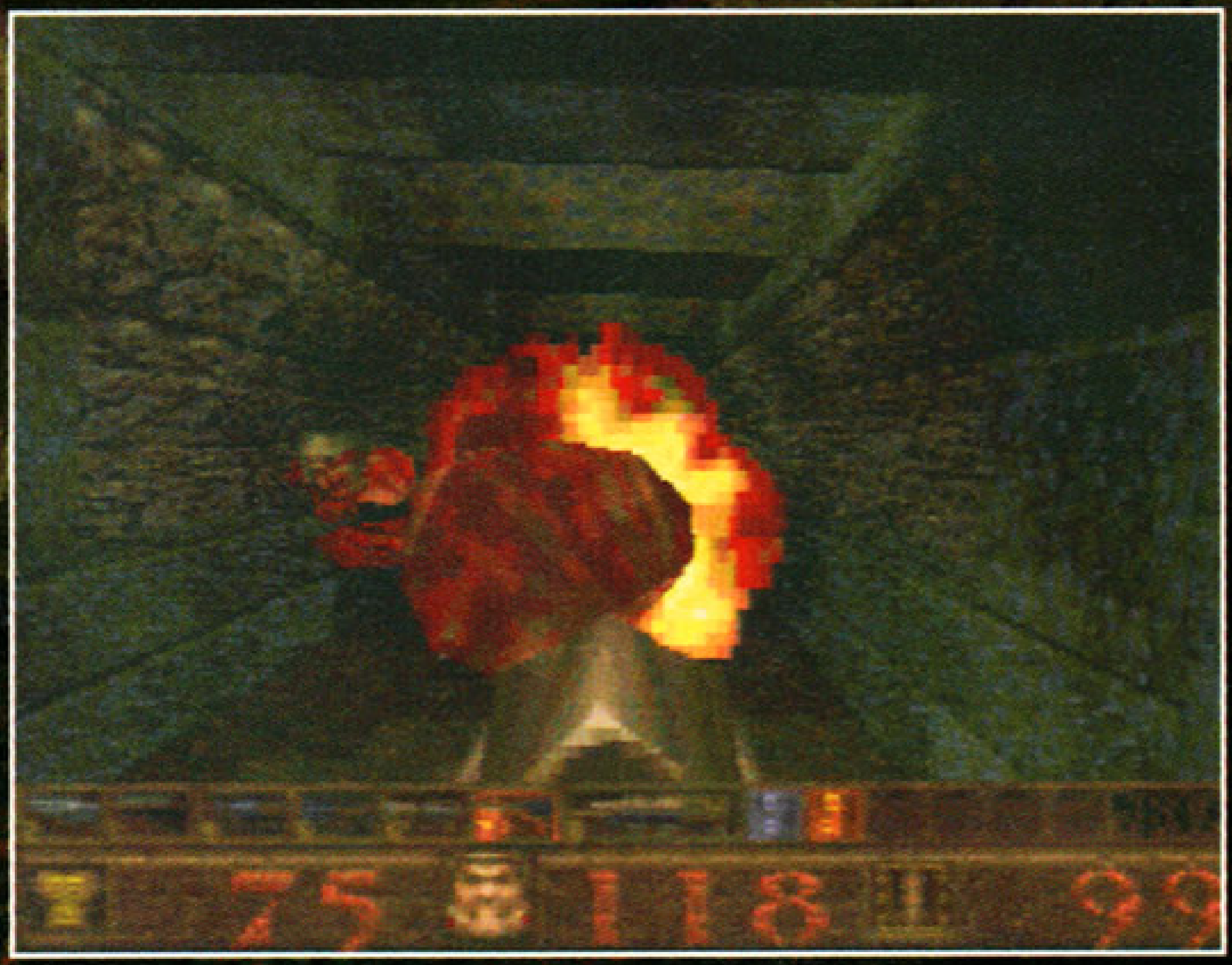
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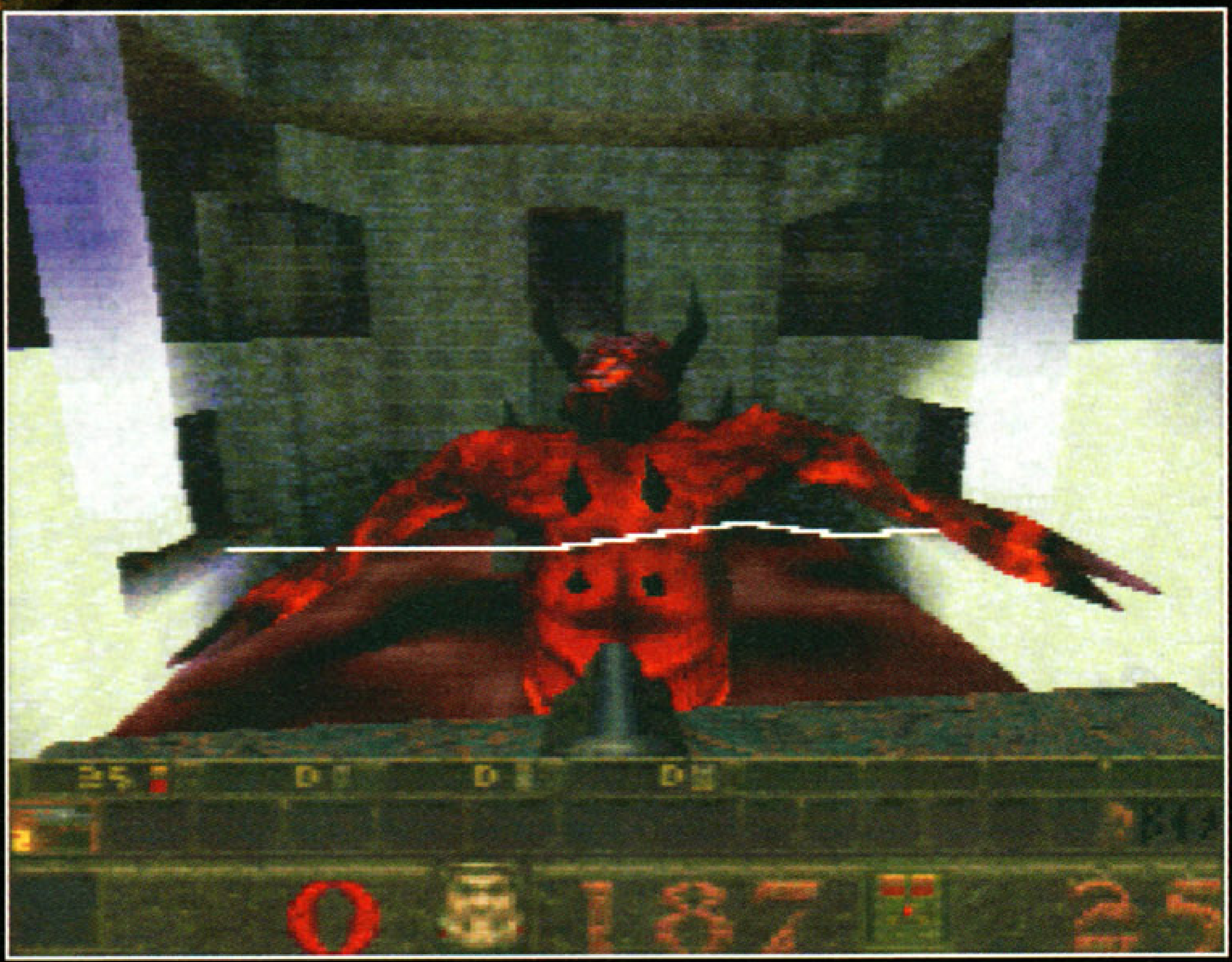
Seismic Sensation!



That's a big chunk of flesh flying in your direction here.







Here we go with a nice pic of Chthon himself. He lobs fireballs at you and is impervious to all weapons. So you need to take a more original approach...





The Necropolis (top) is the first level with any real challenge. The first level of Episode Two introduces the dread Enforcer (above).

Quake is here! Well, almost. A version nearing completion is now in the sweaty palms of SEGA SATURN MAGAZINE, so now it's time for pulling out the stops and revealing Quake's power!

Quake is an awesome videogame and the fact that it is on the Saturn is frankly unbelievable. Think about it: the PC version came out last year, playable only on Pentium class PCs. The fact that the Saturn (which is three years old this November) is coping with this technology is frankly a marvel. The machine was never designed to do this and yet with Lobotomy Software on the job, Saturn is performing the impossible. Not bad eh?

Having got to grips with this version of Quake we can report the following. The frame rate of the game is pretty exceptional. For the most part, it's just a little less smooth than Exhumed and Duke Nukem 3D. When things really, really get complicated there is slowdown - just like on the PC version. But things never get as bad as Saturn Doom and when you consider the sheer amount of work being done by the machine, it's just awesome. You can see the Saturn visibly being abused like never before in order to pull off this miracle, but achieve it it does. At the moment there are a few levels where you can see the sheer effort the Saturn is putting in - and the frame rate does then suffer. But the game isn't totally complete and it's keeping this down to a minimum that is Lobotomy's current number one objective. However, we'll have to wait until next month to see just how effective Lobotomy have been in this regard.

Of course, some questions remain. For example: how good is it compared to Duke Nukem 3D? If I was only going to buy one of the two games, which should I get? How is the game affected without multiplayer capabilities? They're all really good questions and you'll find the answers to them in the review, coming exclusively next issue. If all of Lobotomy's plans come together, Quake should be a revelation!

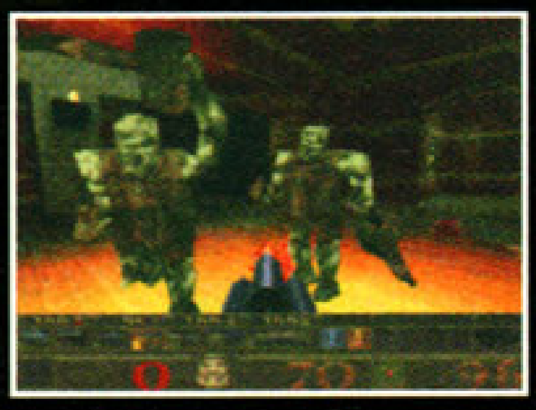
Quake is reviewed in the next issue of SEGA SATURN MAGAZINE.



Zombies need to be exploded in order to fully eliminate their threat...



A couple of chainsaw-wielding ogres cause hassle at close range...



The Saturn's superior shading abilities come as standard according to programmers like Travellers Tales and Lobotomy... so why is it so rare to see in a Saturn title?



The Scrags tend to float about and attack at range with their lethal green venom. Here we're running in close, ready to gun one down mercilessly.



A knight blocks the way to the awesome rocket launcher. Destroy him!



Large wall-mounted icons generally tend to hide something.





EPISODE ONE: THE DOOMED DIMENSION

The first episode of Quake was the part of the game given away to the PC community for FREE. You sampled the wonder of the game with this set of levels and once you completed them, you shelled out for the rest of the game.

The levels here are fairly straightforward and relatively small compared to the monstrosities witnessed later in the game. Like every episode of the game, you start out in a military compound (known as the Slipgate Complex) where your aim is to locate the warp to the Doomed Dimension.

A mixture of mediaeval castles and rocky caves, these levels serve best as an introduction to the horrors which await on later Quake stages. The fact is that completing this set of stages (even on HARD difficulty setting) isn't too difficult.

The levels take you on a journey towards Chthon - the first boss creature you'll find in Quake. He has his own complex located over two stages at the tail-end of the episode. And then you need to figure out how to take out this seemingly indestructible creature...





EPISODE TWO: REALM OF BLACK MAGIC

At first sight, Episode Two looks like being a "super" version of the first set of stages. The setting is certainly similar - the same style of rock caverns and mediaeval architecture is used throughout the entire episode.

However, the fact is that the Realm of Black Magic is a huge step up in difficulty from the Doomed Dimension. Tricks and traps are first introduced here properly, with a huge range of materialising monsters, disappearing platforms and the like.

This episode also gives you the last weapon in the Quake portfolio of destruction: the awesome Thunderbolt! This lightning based weapon comes in handy for some of the fiendish





The Rocket Launcher is a weapon best used at range (top), else you get damaged in a close-range explosion.



The lighting effect seen when using the powerful Thunderbolt weapon is pretty exceptional.







Scrags and ogres tend to populate the second episode.









All of Quake's weapons have been translated across really well. But will Lobotomy decide to add some more...?

meanies that await within the castle levels. A particular trick of these levels is to send you down on a lift - right into the clutches of multiple meanies. The trick here is to jump OFF the lift as it descends and send a hail of grenades down the shaft after it. That should take care of the demonic scum!

As you move in to collect the next rune you need in your battle against Quake, ready yourself for your first confrontation with the dreaded Vore! And there's two of them to take down!

EPISODE THREE: NETHERWORLD

This looks like being a 12 change of underwear trip and no mistake! The Netherworld is the culmination of the evil Quake's intellectual power. Each level is a veritable fortress packed with some of the most powerful of his minions, but this isn't the real problem. Oh no - each stage also boasts a stern challenge for the old brain cells. True, this remains pretty similar to levels that have come before this: disappearing floors, locating switches, materialising monsters and what-have-you, but the fact is that the execution of these traps is ten times more cunning than you would have seen before.

Also of note is the sheer size of the levels. Quake's designers have had a field day constructing enormous stages packed with



QUAKE: THE MONSTERS!

So... just what kind of opposition can you expect to find in Quake. Check out this list of the monsters found in the game and prepare to tremble in abject terror!



SOLDIERS AND ENFORCERS
These guys are the zombified remains of the original human inhabitants. The basic marine is easy to gun down, but his laser-packing Enforcer friends take a bit more persuasion before they bite the bullet.



OGRES
The ogres are pretty much the standard form of monster in Quake. At close-range they attempt to hack you to death with their chainsaws. At longer range they favour their grenade launchers. They're tough... but not too tough.



DEMONS
These guys are hard. Capable of incredible leaps (so they can jump platforms and get to you), their feet can inflict massive damage should they land on you. And if they don't, the chances are that those enormous claws will finish the job.



SCRAGS
Slug-like creatures that benefit from the gift of flight, these quiet monsters spit acid at you. They're aren't too tough though. Scrags like to attack in groups and often materialise around you in order to gain the element of surprise.



SHAMBLERS
One of the toughest creatures in Quake's rogues gallery, the Shambler is a special blast resistant creature capable of mangling you with its claws or electrifying you with its lightning charges. Switch to nails or shotgun shells and gun it down!



KNIGHTS AND HELL KNIGHTS
These two creatures are both equipped with swords to take you down at close range, but only the Hell Knight has the magic spells necessary to attack from range. The basic knight is pretty easy to defeat, but its hell-spawn brethren take three rocket blasts!



SPAWNS
By the time you reach Episode Four of Quake, you should be well acquainted with these powerful creatures. Hiding in shadows they leap out at you and bounce around the level after you. When they're close they explode. BAM! You're dead. Or very injured.



VORES
These spider-like guys first appear at the end of Episode Two. They're tough, requiring four direct rocket blasts to kill, but the most deadly thing about them is their ability to fire homing mines at you. Very cunning footwork is required to shake those babies. Hide behind the walls!





A bit of Zombie action from the Necropolis level. Grab the grenade launcher and explode them all!





Getting visuals of this quality on the Saturn is a frankly remarkable achievement for Lobotomy.



The Spawn monsters might not look like much but they're deadly.





challenge and terror at every turn. Small crevices house multiple monsters that leap out at you, and salvation in the form of Quad Damage and Pentagram of Protection power-ups are only available if you're cunning enough to open up the secrets of each level.

Notable sections in Episode Three include the Wind Tunnels (which send you flying through pipes around an entire level) as well as a truly sinister and chilling graveyard scene. Grab the Quad Damage and explode those zombies with your double-barrel shotgun! Coolio!

Many other such chilling scenes await in this mind-taxing Episode of Quake!

EPISODE FOUR: THE ELDER WORLD

This is it: you're en route to the final showdown with Shub Niggurath, the chosen minion of Quake and the harbinger of all evil in this dimension. The problem is that the most terrifying of challenges await in the final set of levels.

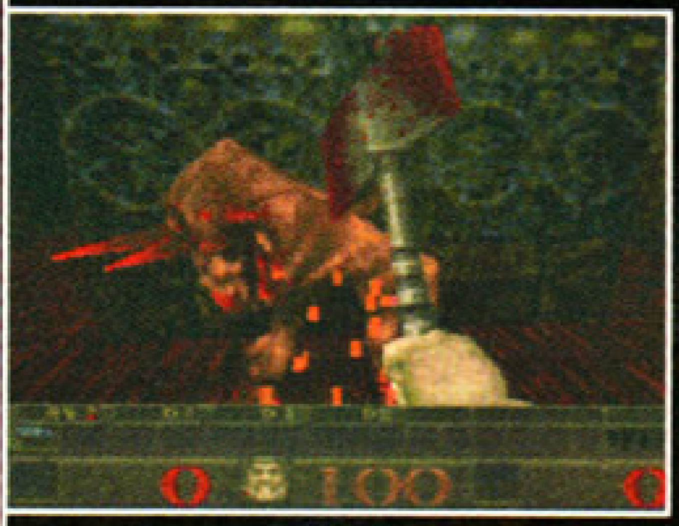
Whereas the Netherworld tested your intellectual prowess, the Elder World concentrates on your combat skills, with the brain power limited to locating the secret areas. Sounds easier than Episode Three? Yeah, right! The problem here is the sheer weight of top-power creatures you face on the path to the location of the final power rune. Demons and Shamblers abound, along with a



The lighting seen in Episode Four is pretty spectacular actually. The shadows are especially impressive.

QUAKE: THE WEAPONS

It's been said before and we'll say it again. The success of a first person perspective blaster is often down to the brilliance of the weaponry contained therein. Quake is no exception and what id software have done is an ace mixture of the old (as seen in Doom, albeit with modifications) and the new. Excellent.



WEAPON #1: AXE
When all else fails – when your shotgun has fired off its last cartridge – you get the axe. Now you need to run it at close range and attack! Suicide.



WEAPON #2: LONG BARREL SHOTGUN
The default Quake weapon. It's not exactly powerful, firing several pellets at mid to long range. Use it to begin with on the less powerful meanies.



WEAPON #3: DOUBLE-BARREL SHOTGUN
As you might imagine, this has double the firepower of the normal shotgun – unfortunately, its pellet dispersal system is very wide. Great at close range only.



WEAPON #4: NAILGUN
Firing off armour-piercing nine inch nails, the nailgun is the weapon of choice earlier on in Quake (you can get it on level one!). Great at any range and quite powerful.



WEAPON #5: PERFORATOR
Annihilates anything in seconds because it fires off twice as many nails as the nailgun... in half the time! Awesomely powerful, yet even more hungry in ammo consumption.



WEAPON #6: GRENADE LAUNCHER
Ping... pong... pong... BOOM! The grenade launcher fires off shells that bounce off walls (or anything) before exploding, either after a short time lag or on contact with an enemy. Very cool.



WEAPON #7: ROCKET LAUNCHER
Easily the best weapon you can find in Quake. Quick-firing and extremely powerful, the rocket launcher is the weapon of choice, although Shambler monsters can absorb a lot of rocket-based damage.



WEAPON #8: THUNDERBOLT
This weapon totally destroys just about any meanie on contact. It's also cool for waving about in a room packed with monsters. Ammo (cells) is a little on the restricted side though.





ARTIFACTS OF POWER!

As well as great weapons, Quake also has a cool range of different artifacts to find which boost your chances of completing each level significantly. A lot of these are found in the secret areas.



ARTIFACT #1: QUAD DAMAGE
Officially the greatest power-up in the whole history of videogames. Every shell, nail or rocket you fire has its power upped by a factor of four. Expect a blood bath of awesome proportions!



ARTIFACT #2: RING OF SHADOWS
This turns you invisible, with only your eyes remaining visible. If a creature sees you before you pick up the ring, they can follow you, but any who haven't miss you. Look at the cool transparent weapon on-screen!



ARTIFACT #3: BIO-SUIT
The world of Quake is full of toxic waste. Jumping into it without adequate protection can prove extremely hazardous to your health. That being the case, you'll need one of these cool bio-suits to sort you out.



ARTIFACT #4: PENTAGRAM OF PROTECTION
This power-up gives you a limited amount of complete invulnerability. Nothing, but nothing, can even come near you when you possess this awesome power-up. Get killing!



ARTIFACT #5: ARMOUR
This comes in three variations: green, yellow and red, providing 100, 150 and 200 armour points respectively. Armour is the key to survival as every hit you take whilst wearing it saves your health reserves.





A veritable monster mash on display in these two pictures. Gun them down!

huge proliferation of Spawns - exploding blue blobs which can take you out in seconds!

The upside of this Episode is its sheer beauty. Decked out in deep shadows and awesome architecture, this is REALLY what Quake is all about and the fact that the Saturn is handling it at all is a testament to the power of the machine plus Lobotomy Software's programming genius!

THE SECRET STUFF

Quake is an all-out exploration blast style of game... and more power to it for being so! However, there are elements of secrecy contained therein. As well as the secret areas located in each level (look at the box directly below this text) there are also several secret levels too - typically one per Episode. In the PC version, none of these stages were particularly impressive (although the super low gravity activities in Ziggurat Vertigo were cool), and Lobotomy Software would appear to agree.

The upshot of this is that Saturn Quake features ALL-NEW secret levels designed by Lobotomy Software themselves! Just what they have achieved using their most advanced 3D engine yet has us salivating in anticipation! We'll include a look at these stages in next month's review!

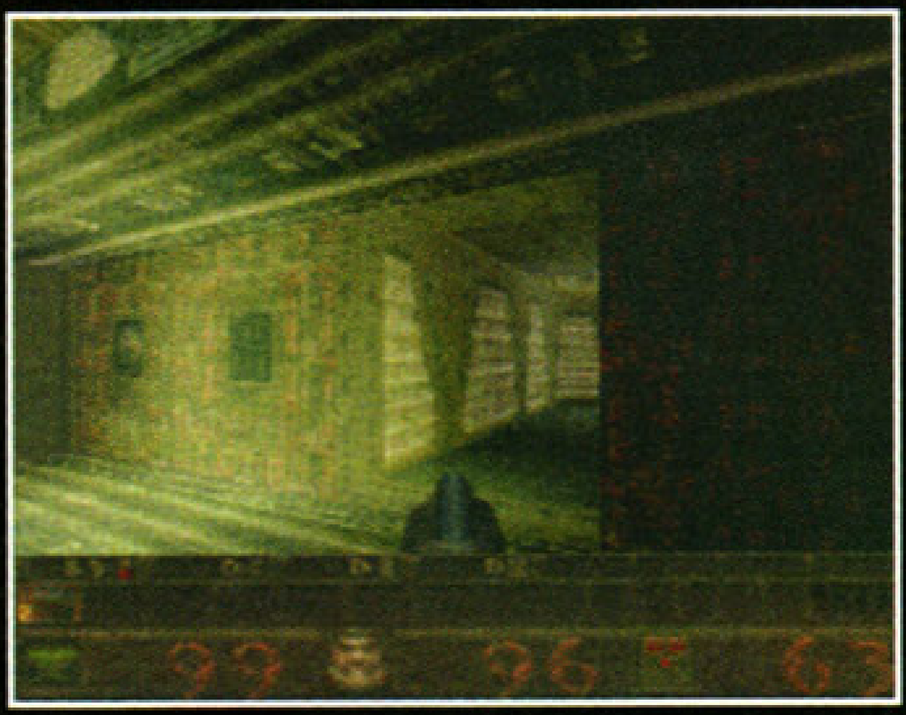
These stages are clearly something to look forward to. No one knows the capabilities of the SlaveDriver engine better than the team that created it, so we're more than a little intrigued to see what they've come up with. Patience, young man...

SECRET'S OUT!

The real challenge of Quake is to complete each level, destroying all monsters and revealing all of the secrets, plundering them for power-ups and what-have-you. But what kind of form do the secrets take? Here are a couple of examples.



Some secrets are found by shooting odd-looking parts of the scenery. For example, check out this planet symbol. Shoot it...



Shooting the planet causes a lift to rise, taking you up onto the ledge. It also opens a door with another planet symbol on it. Blam! Aha... curious eh?



Go through the door and enter the hidden area. Inside is a brilliant Quad Damage power-up. Now plow through the enemies!



A bit of a cunning one, this secret. A strange symbol is found at the top of a very tall room. Look up and shoot it.



This opens a previously secret door, where a waiting lift serves to take you to the roof of the room. Now we're looking down.



A Quad Damage is located in the rafters, which you now have access to. It's just a case of dropping down and getting it. Now let's kick some ass!



Two demons attacking at close range means big trouble. Unless you have Quad Damage that is (the lighting shows that we have here).







So... Duke Nukem 3D. 97%. The best game released this year. Quake - well that looks like being another revelation! And Death Tank - the best multitap game for the Saturn? You betcha! It's pretty clear that programmers Lobotomy are piping hot at the moment, so now's the time for a full-on EXCLUSIVE inquisition with these programming masters! Read on for ultimate knowledge!



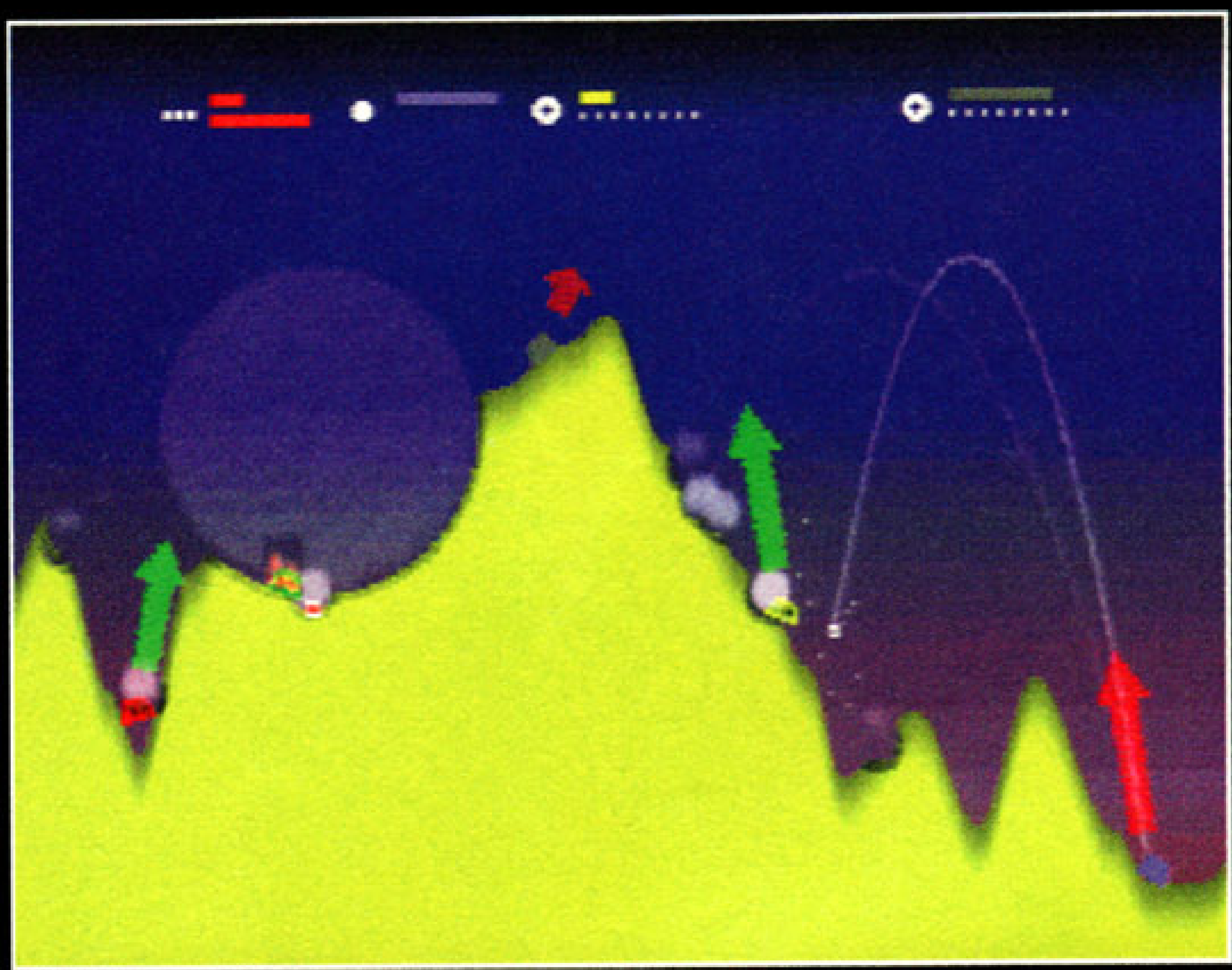
SSM Are you happy with the final version of Saturn Duke Nukem 3D? We certainly are!
LOBOTOMY We are very happy with how the game has turned out. We have been so engrossed in Duke and Quake, that we forget just how incredible they are on the Saturn and how miraculous it is that they exist at all. I guess we become a little blind to the actual quality of the products until we hear people outside of Lobotomy raving about them.

SSM Did you always believe such an excellent Saturn version of Duke was possible?
LOBOTOMY We knew we could do a good job given enough time, but we surprised ourselves with the amount of detail we actually got in. Things like working mirrors were a last minute addition that we never planned on doing, but add a lot to the overall product (plus from what I've heard, the Saturn version is the only console Duke with working mirrors).

SSM Was there anything substantial you had to leave out of the Saturn version?
LOBOTOMY There are some very minor details missing, but you would likely have to compare directly with the PC version to pick them out. The average player will never notice anything.

SSM Apart from the excellent Death Tank hidden game, are there any other features in Saturn Duke Nukem that aren't in the PC original?
LOBOTOMY As everyone should know by now, there are significant improvements in the lighting model. Overall we tried to stay as true to the original as possible and didn't modify the game design unless forced to do so. We have added one original Lobotomy level that we believe you will find very fun and most humourous.

SSM How much of the Saturn's power would you say is being used for Duke Nukem?
LOBOTOMY I would say about 95% or more for this type of





Exhumed is widely available now for £19.99 - a better buy you won't find.

game. There are some hardware features of the Saturn we may not be touching much at all, as they wouldn't apply to this type of game.

SSM What was the most difficult aspect of the conversion to bring from PC to Saturn?
LOBOTOMY Storage space in RAM was the greatest challenge, both for graphics and sound. With the SlaveDriver engine speed wasn't too big an issue, especially after all of the enhancements done for Duke and Quake.

SSM Was there any pressure at any stage to remove the more... risque... elements of the original PC game, as has been the case on the Nintendo 64 version?
LOBOTOMY None whatsoever. Sega's commitment to leaving the game uncensored has been strong the whole project. We kept asking them if they were sure they wanted it uncensored as we didn't want to code it and have to change the game later, but they always said to leave it in. We are very happy it stayed uncensored and feel the game is much better than the competition because of it.

SSM What are your thoughts on the other versions of the game? Presumably you've seen both PlayStation and N64 translations on show at the ECTS...
LOBOTOMY The N64 version looks very slick and polished, but it isn't Duke Nukem 3D, it's "Duke N64" watered down with censorship and Turok weapons. Don't get me wrong, it's a cool game, and I'm sure it will do well, but it just doesn't have the same edge to it as the Saturn and PC versions. Sega has really stepped up and taken a leadership position by not censoring the game. The PSX version we saw early on was very slow. The version showing at ECTS was much improved and could be a decent game. They have an advantage of having more levels and are porting the game to a 2.5D engine (strip based like the PC Duke engine), and I think that greatly sped their development. Unfortunately for the PSX consumer, they don't have the cool lighting effects or blazing frame rate we have on the Saturn version. Nor do they have Death Tank!



SSM So now you must be concentrating on finishing Saturn Quake. How's it going?
LOBOTOMY Quake is looking great! We cannot believe how good it looks and how well it plays. It seems to be improving by leaps and bounds every day. The last demo version released to the media wasn't nearly as good as it is now. We are now well into the Beta period and will be finished in a few weeks from now (mid September).

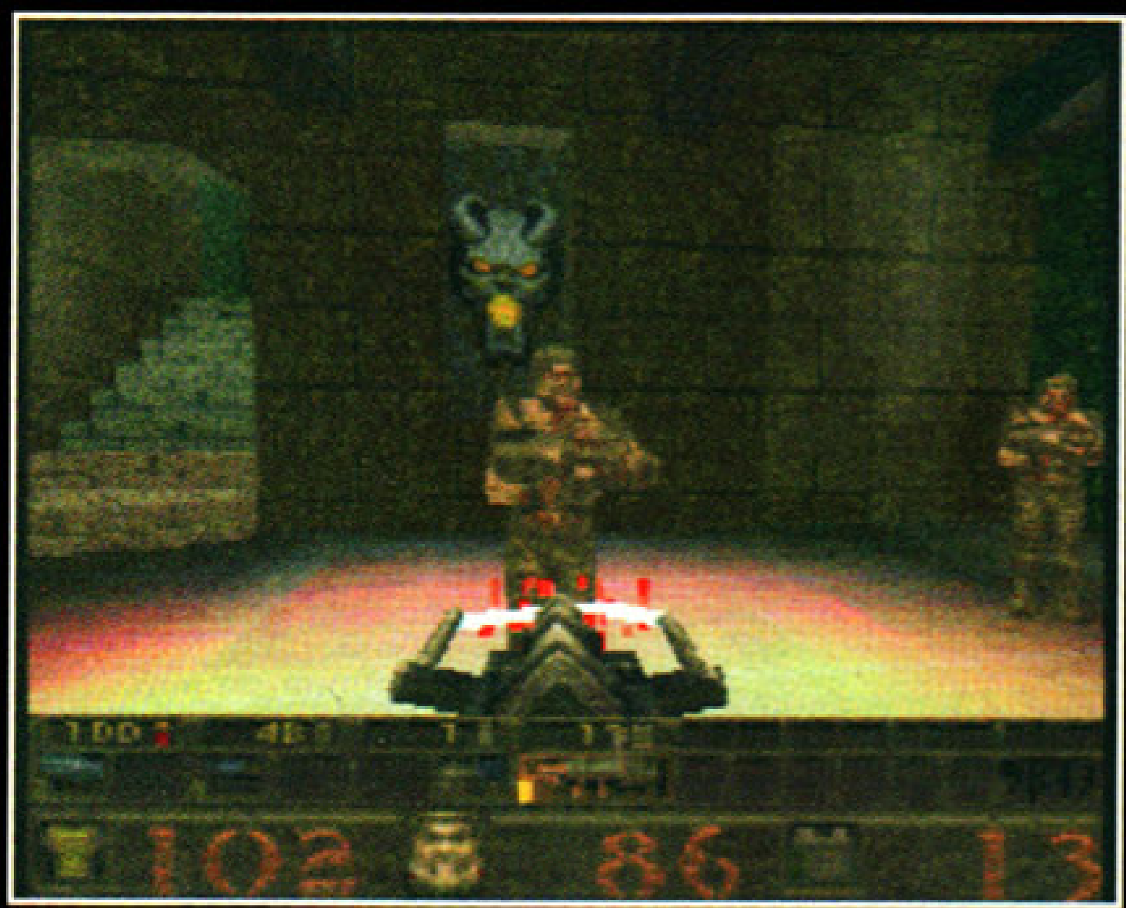
SSM The multiplayer options were one of the biggest selling-points of the PC game. Would you have liked to have made Saturn Quake NetLink or link cable compatible?
LOBOTOMY It would've been nice, but we've been concentrating on making the single player experience the best it can be in Quake. I think the single player game on Saturn Quake is considerably better than it is on the PC.

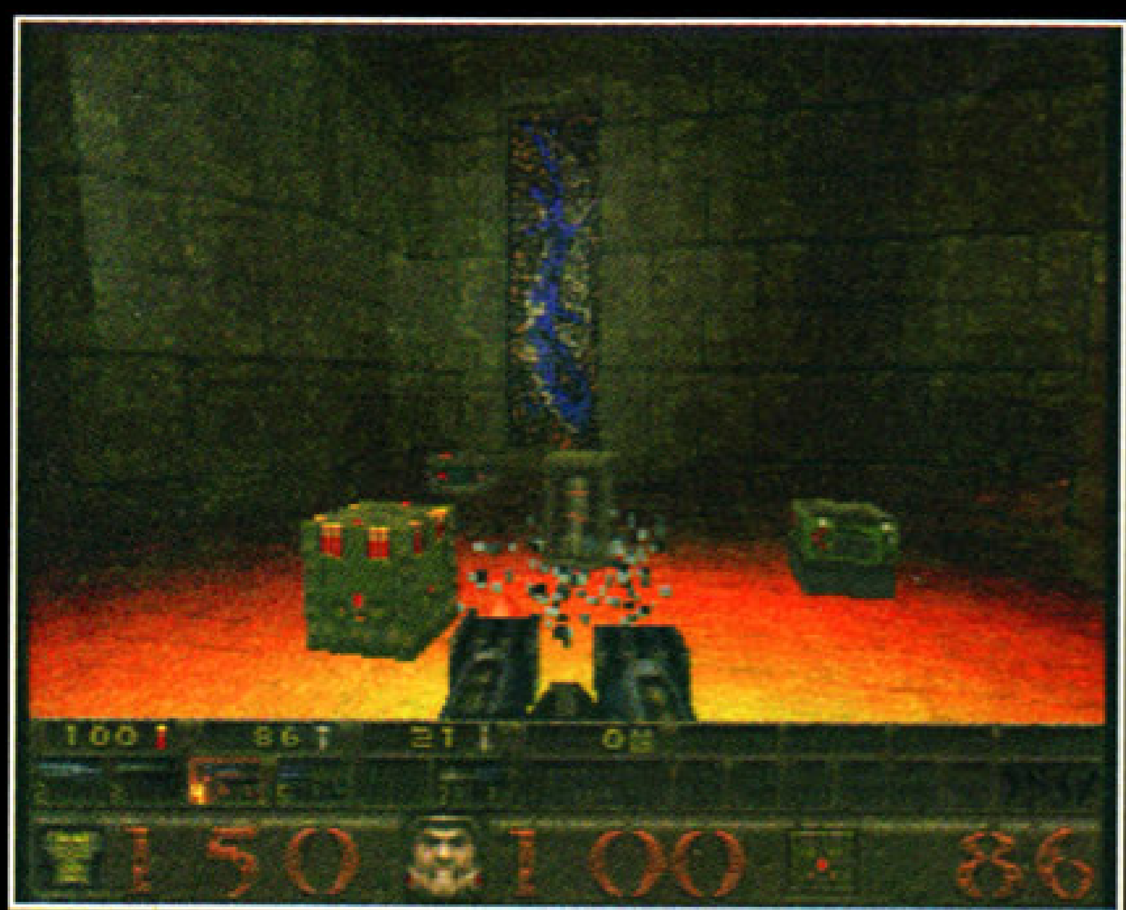
SSM Did the differences in Quake and Duke's environments cause any problems? Were there any additions to the Quake engine which weren't in Duke and vice-versa?
LOBOTOMY We shared engines and some code early on in the projects, but as development continued, the two projects went their separate ways. The polygonal enemies are an obvious addition, as are the polygonal pick-ups and objects. The AI code for Quake is completely different than in Duke, the collision code is somewhat different, the environmental and dynamic lighting is different. The list goes on and on. If anyone thinks Duke and Quake are the same game with different graphics, they should think again and try them out. They are very different from each other in every way.





SSM The sound was an important point in the original Quake. How does the Saturn version compare?
LOBOTOMY Scott Branston. Lobotomy's ace musician and sound guy did a very good job crunching the sounds to fit within the





Quake needs a good spec PC to play well. For Lobotomy to have equalled it on three-year-old console technology is masterful achievement.

constraints of Saturn memory. Scott's goal was to keep the integrity of the original sounds so that when you hear something, you know that it's a Quake sound not a sound that's been edited so much that it sounds completely different from its source. Regarding the music, it was pretty straight forward considering the redbook tracks are the same as used in the PC version. Which is great because the ever popular NIN (Nine Inch Nails) tracks will remain intact!

SSM What has been the most problematic area of converting Quake? Obviously the graphics are that big a step up from Doom's or Duke Nukem's...

LOBOTOMY Reducing the polygon count of the enemies and re-animating them, and maintaining the detail in the levels while maintaining frame rate. With the enemies we hired some Softimage experts to help us out which made our job much easier. It was still a daunting task to reduce the complexity of the models and still have them look correct. We think the monsters look great, and in some cases look better than the original PC versions. For the levels, Paul Knutzen rebuilt all of them from scratch using the PC levels as reference. This took quite a while to do, but the end result looks great, and just as importantly, plays great too.

SSM In the current version of Quake in our possession there is only one difficulty level. Will all three appear? If not, is the large amount of monsters in HARD mode the reason?

LOBOTOMY At this point we do not intend to support multiple difficulty modes (although this could change). The primary issue is exactly what you alluded to in your question. There are way more enemies in Hard mode than we are able to deal with.



SSM The monsters seemed to change graphically quite substantially through development. What's the story?

LOBOTOMY With the PC version they had a limited palette of colours to use (256 for the entire game). In Saturn Quake, we could use custom palettes for each character. We took the opportunity to enhance the look of the characters and give them distinctive looks that work better in their environment.



SSM Surely the monsters must have slowed things down a lot. How did you overcome this problem?

LOBOTOMY Having one, two, or even three monsters in a complex area wasn't too much of a problem, but occasionally the monsters would follow the player and you would end up with too many in one place at the same time. To deal with this we've implemented a system that controls how many monsters you are exposed to at a given time. It's works very well thus far.

SSM Were you tempted to add anything new to the translation as you converted the game across from PC to Saturn?

LOBOTOMY There is always the temptation for modification when creative people are doing the work. For the most part, the temptation was resisted and Saturn Quake is very true to the PC version.

SSM Rumour has it that you guys have completely redesigned Quake's hidden levels? Can you tell us any details? Do you still access them the same way?

LOBOTOMY We have created original Lobotomy secret levels. They wouldn't be very secret if we told you, would they?

SSM What compromises had you no choice but to code into Saturn Quake? Why?

LOBOTOMY Other than what has been described regarding RAM and monster populations, no compromises were made.

SSM Answer the age old question for us - which game is best to play, Quake or Duke Nukem?

LOBOTOMY They are really both great in their own right. This may sound like a cop out, but they are so different, it's difficult to compare them. Some say PC Quake isn't a good single player game. Whether that is true or not, we have created Saturn Quake as a great single player game. Thus, the playing field of comparing Duke and Quake is levelled a bit. What it ends up coming down to is which feels better to a player, and what kind of environment they like.



Exhumed was the first game to use Lobotomy's SlaveDriver 3D engine, so named after Powerslave (the US name of the game).

SSM They're both essentially the same style of game - is it worth our readers buying both Quake AND Duke Nukem? Why?

LOBOTOMY It is very worthwhile to purchase both games. Other than both being first person shooters, they are very different from each other. I know I sound like a broken record, but I cannot emphasise this enough. Play each for five minutes and you'll agree they are different experiences altogether. Besides, if you want to play Death Tank, you'll want both games to unlock it the easy way.

SSM From a technical point of view, which Saturn conversion are you most happy with?

LOBOTOMY Duke was a technical achievement with the large open areas, and extremely large number of art pieces (environment art, monster animation, exploding things, Duke speak, etcetera), not to mention all the interactive elements to be programmed. With Quake we had all the polygonal elements and collision issues in the SlaveDriver engine. Both games were very technically challenging and we are very happy with both.



SSM Do you have plans to use the game engine in any further Saturn games?

LOBOTOMY At this point we do not have any plans to do so. However, we feel there are excellent opportunities to work with Sega in the future, and we are developing new technologies that could work well with any supposed new developments on Sega's end of things.

SSM Who is the madman responsible for the awesome Death Tank hidden game?

LOBOTOMY Ezra is the creator and programmer of Death Tank, the basics of which were developed while going through the approval process of Exhumed. One year later, Death Tank has matured into an incredibly addicting multiplayer game. Although Ezra is the creator, there have been several people here at Lobotomy that have contributed to the refinement of the game design.

SSM How long did it take to code the game?

LOBOTOMY The basic game that was hidden in Powerslave and 1999 (these are the respective names for Exhumed in the American and Japanese markets - Rich) was completed in a couple months.



SSM And is it true that Death Tank was banned from your offices because it took up so much of everyone's time?

LOBOTOMY No, we've never banned it as such, but we did have to impose a limitation making it an after hours and lunch hour only event. Everyday you can hear people yelling and cursing at each other during these games.

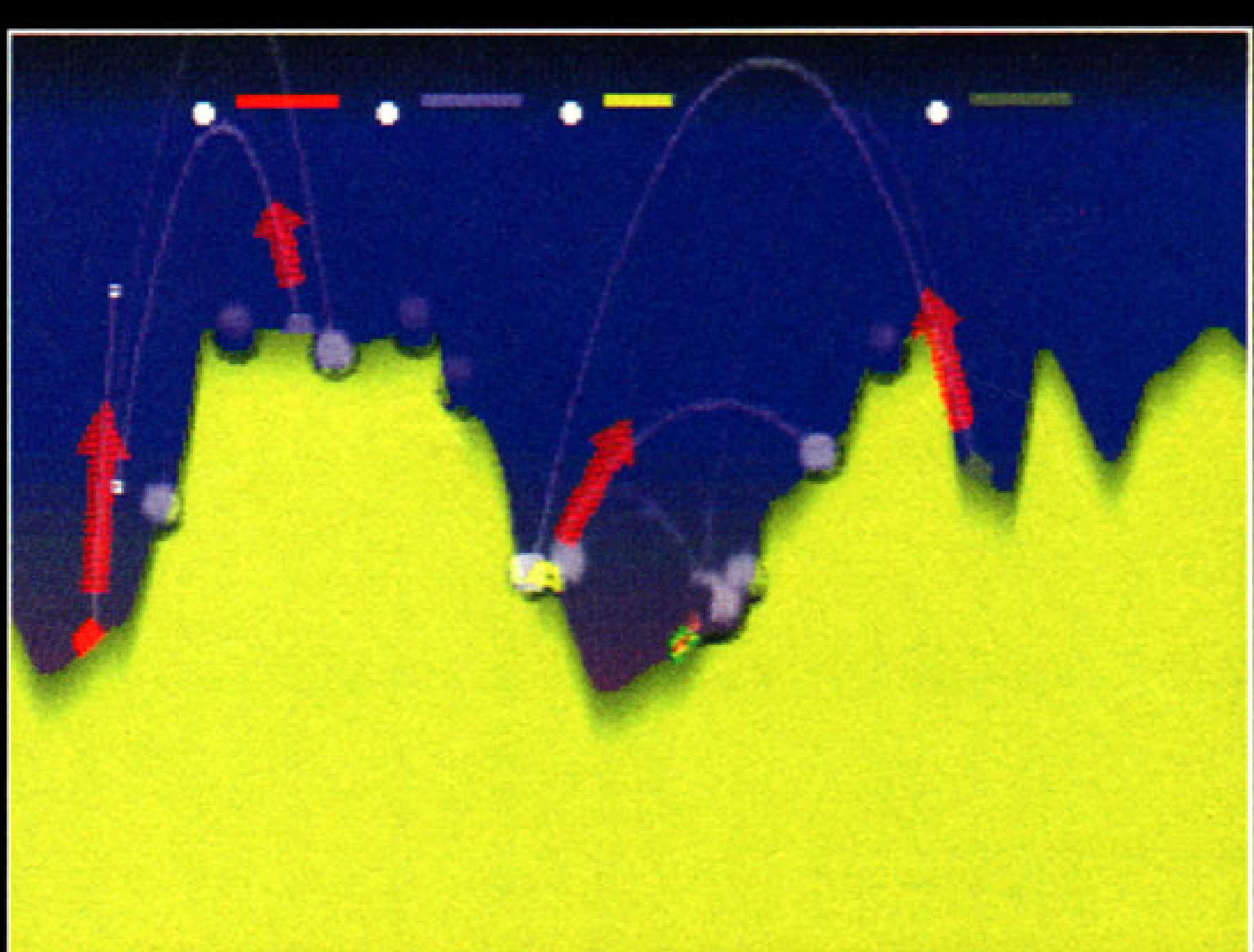


SSM Who's the best Death Tank player amongst the Lobotomy team?

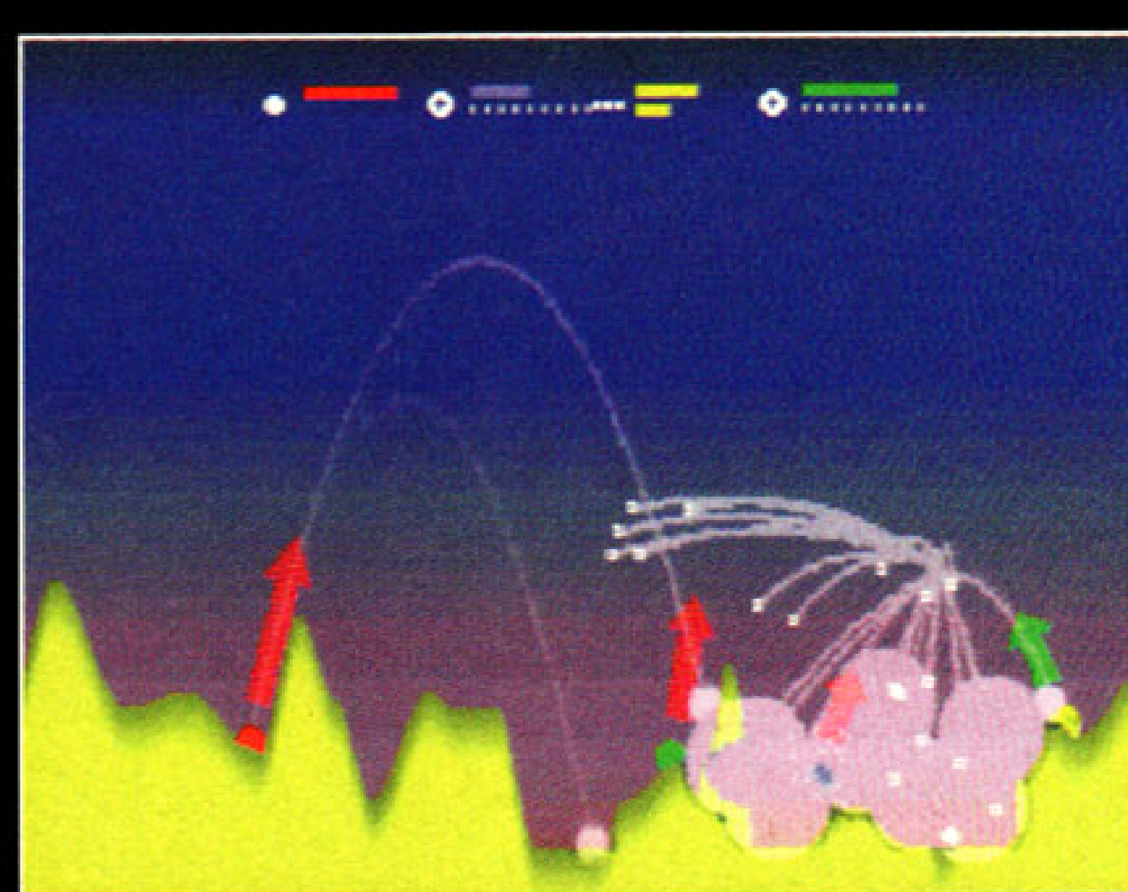
LOBOTOMY One of the beautiful things about Death Tank is that once the initial learning curve is conquered, the game becomes very even and fair. We will often have a different winner each day because we are all fairly equal in skill. With the bonus weapons there is the opportunity for a struggling player to catch-up, and even win overall. Things happen quickly in Death Tank and being the leader early on, typically means you won't be the leader for long. The ongoing rivalry at Lobotomy is between Red tank (Ezra) and Blue tank (Jeff Blazier), which is why they are on the title screen for the game.

SSM What one Death Tank tactic would you like to impart to the masses?

LOBOTOMY A very important tactic that requires considerable skill, is using MIRVs in a non-traditional way. MIRVs are a multiple warhead non-guided projectile. When the projectile reaches the apex of its flight, it breaks into five separate projectiles, each more powerful than a basic weapon projectile. Most people will fire the MIRV up into the air and hope one of the five projectiles hits one or more enemies. The skilled player will manoeuvre their tank (with Jump Jets or a Hover Coil) next to an opponent and fire the MIRV sideways so that the opponent is hit with several projectiles at once, and is instantly destroyed. This technique can also be used to cut through narrow hillsides. It's challenging to execute properly as the opponent may jump jet out of the way, or the MIRV may hit



Death Tank originally appeared in the US and Japanese versions of Exhumed. It's in PAL Duke!





Exhumed remains one of the best games of its type. We'd still rate it at 94% today.

something before deploying thus rendering it harmless. The MIRVs are also very useful for digging out special weapons buried in the landscape (shoot the MIRV straight up and get out of the way). Both of these techniques were pioneered by Jeff, but a few players have taken the MIRV kill to new heights.

SSM Are you not tempted to turn Death Tank into a commercial release?
LOBOTOMY With Death Tank we intentionally designed it with a retro 80s look and feel. Even the sound effects are reminiscent of the Atari 2600 tanks. Modern commercial games require flashy graphics and now 3D graphics and game play. If we can maintain the fun factor in Death Tank, and change the graphics for the modern market, we will consider doing so for an interested publisher.

SSM How many people work for Lobotomy these days, and how many of those were working on the Duke and Quake Saturn conversions? Did one project receive more resources than the other?
LOBOTOMY We have 19 people and all but five were on Duke or Quake. One of those five could be considered as being on both teams. Both teams seemed to have been balanced fairly well manpower wise.

SSM What's your opinion of the Saturn and Sega's games in general following the recent ECTS show?
LOBOTOMY We didn't really get a chance to scope out many of the games in the Sega area. Time was limited and both Lobotomy and Sega Europe had a need to battle for quite a few rounds with the new version of Death Tank. But, with our games and other hot titles to feed the frenzy, we are very excited about what the future holds for Sega.

SSM The PlayStation version of Exhumed didn't appear to run as smoothly as the Saturn original and much was changed. What reasons were behind this?
LOBOTOMY Exhumed was designed with the Saturn engine in mind and the levels were not well suited to the PSX technology we had developed. Thus we re-designed the PSX levels to better utilise the PSX engine. In the re-design, we made some other changes we wanted to make on the Saturn version that didn't get done due to time pressures. Overall, the PSX version turned out very nicely and is considered the premier first person action game for the system. Some like it better than the Saturn version and others do not. There have been so many changes to the design that it is practically a different game from the Saturn version.

SSM All of your games so far have been 3D corridor shoot 'em ups. Would you like to produce something different like a fighting game or something more original?
LOBOTOMY We are working on two original concepts that are new and refreshing for us. Both are action adventures, one of which is the prequel to Exhumed. This time around it's full 3D and fast action third person. We feel our greatest strengths are in action adventure, and even though we wouldn't mind venturing into other genres, there is great risk trying to compete with companies that have perfected products in those genres. We'll stick to what we know for now, and surprise you every once in a while with Lobotomy only bonus games.

SSM What's next on Lobotomy's plan for global videogame domination?
LOBOTOMY Domination isn't that important, quality games are important. There will always be a handful of developers that do the best work, and we want to be in that handful, regardless of what types of games we do. If domination is a side effect of that, then that's fine, but I don't mind other great developers being out there as well, as it drives us to perform better, and gives us an opportunity to play their games too.



SSM How about a Lobotomy designed Quake Mission Pack (with DeathMatch!)?
LOBOTOMY At this point, I don't see that happening.

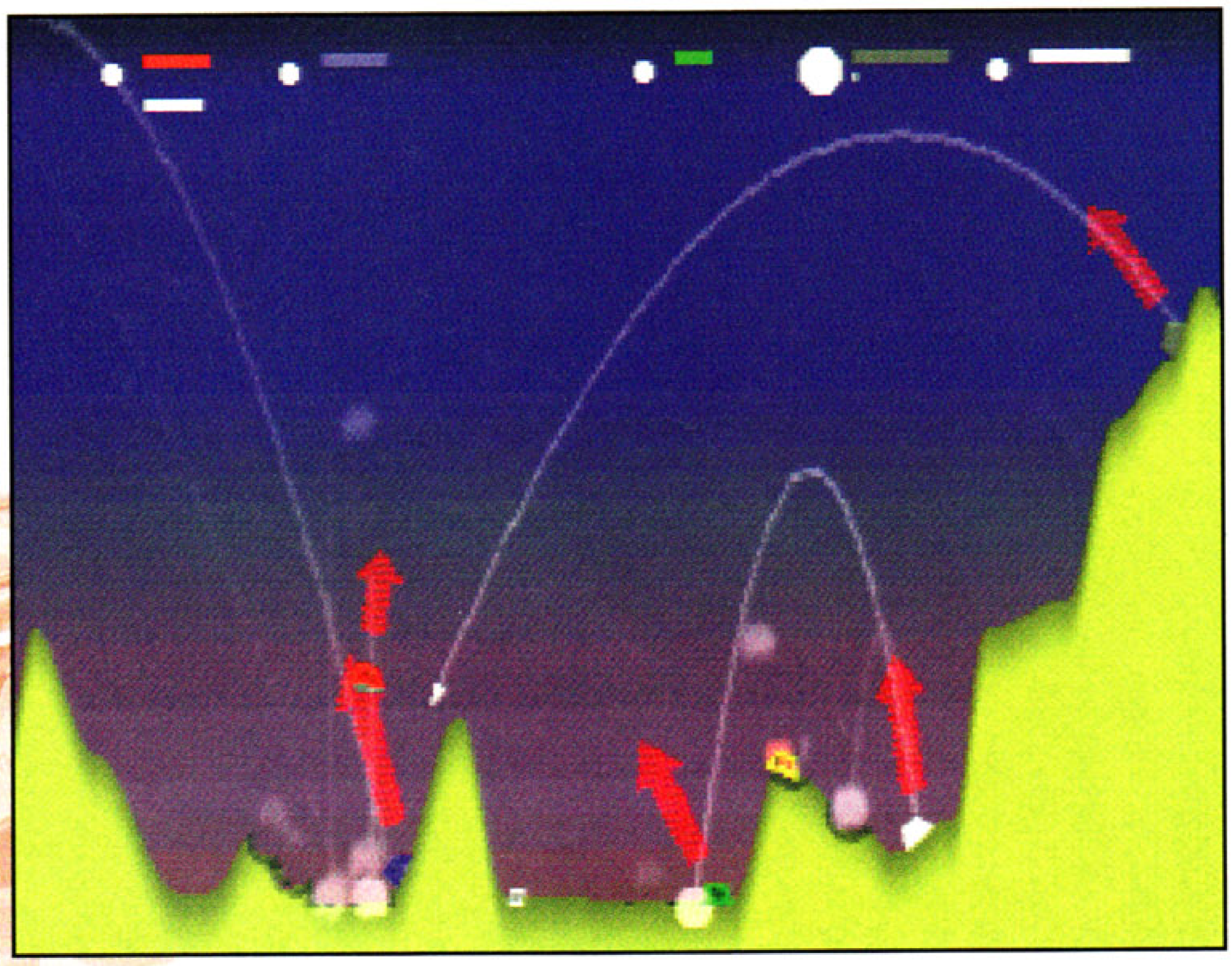
SSM And finally, have you got anything else you'd like to tell the faithful SEGA SATURN MAGAZINE readership?
LOBOTOMY We have joked about moving our operation to the UK, as it seems we are more respected in Europe than we are in the United States. It has really pointed out to us how important worldwide markets are, and made us appreciate the loyal European fans we've got. If it weren't for all of you that bought and enjoyed Exhumed, we wouldn't be doing Duke and Quake, and for that matter might not be Lobotomy at all! We really owe the European gaming community a huge THANK YOU for all of the support. That is one reason why we wanted to include Death Tank as a bonus in Duke, and why we wanted to properly support PAL in Duke and Quake.

Duke Nukem 3D features a "Jevons Control" system – so named after our own Dan Jevons. Details next issue!





Death Tank



The most incredible thing is, this game is free. It was a present for being clever enough to locate all of the team dolls in the American and Japanese versions of Exhumed, but as the PAL version was released first, Lobotomy didn't have time to include Death Tank in the UK release. But don't worry, when you buy yourself a copy of Saturn Duke Nukem you find the full six-player version of Death Tank hidden away on the disc!

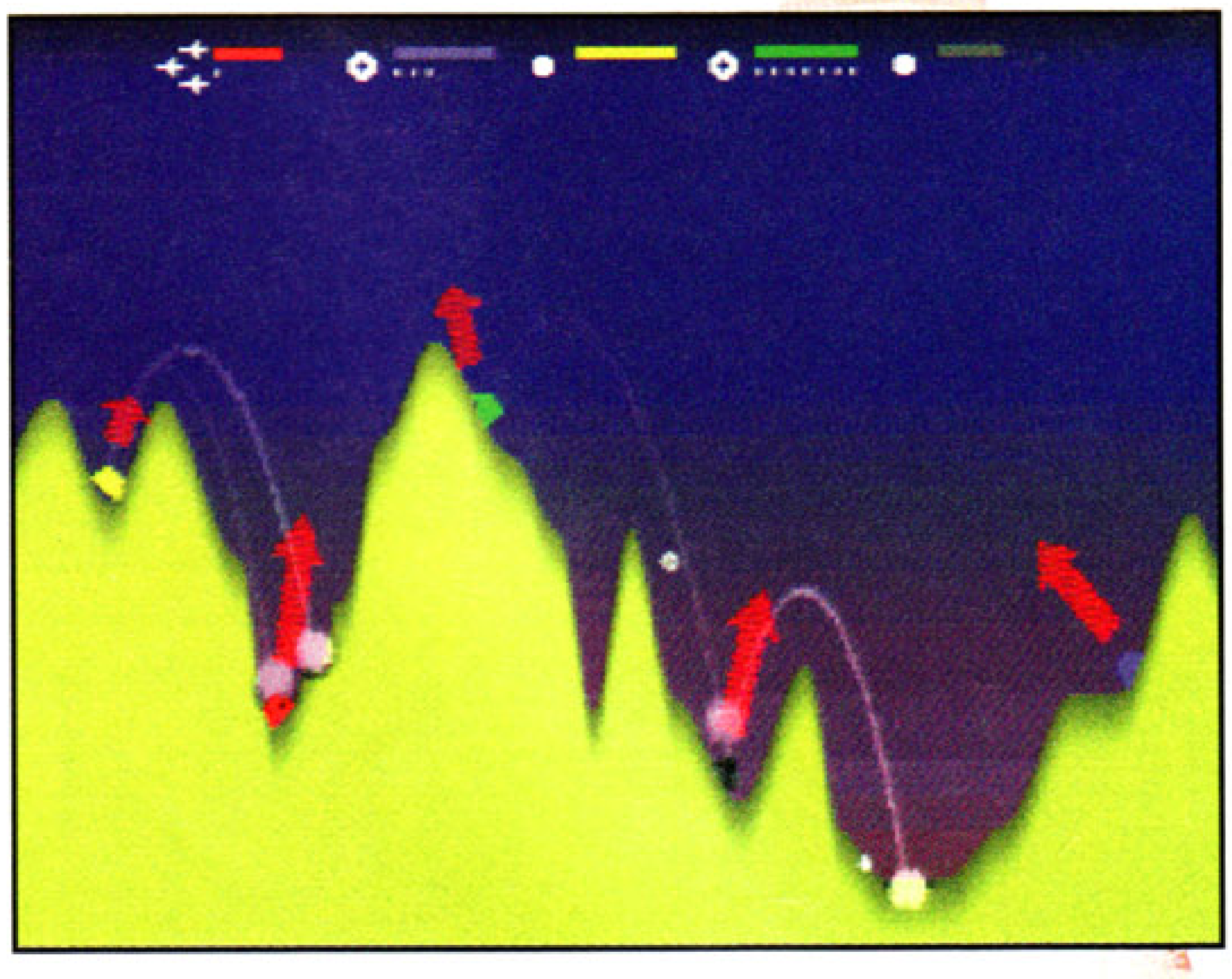
HOW DO I FIND IT THEN?

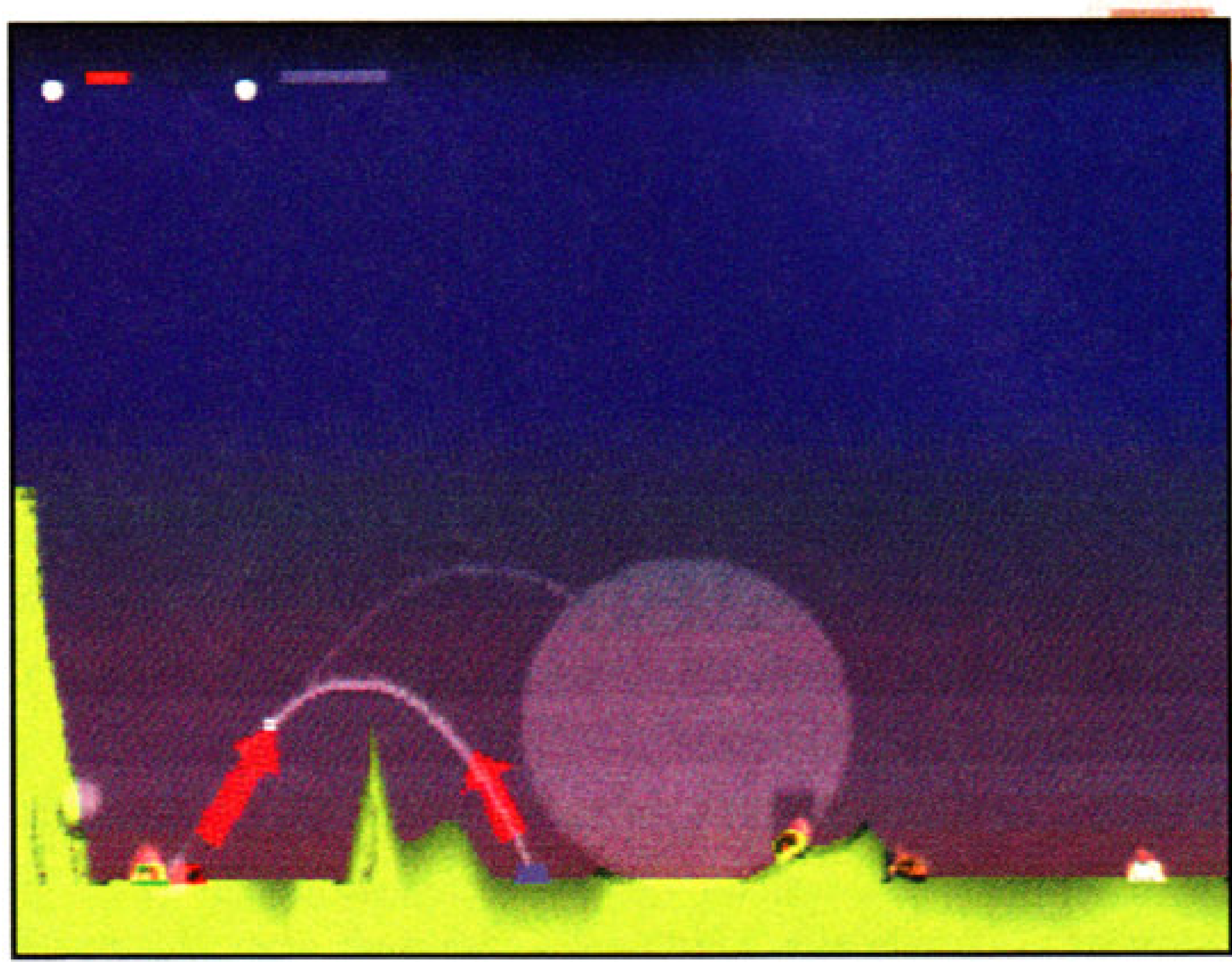
Death Tank will appear as an option when you complete Duke Nukem, but there's a catch - the game takes a look at your Saturn's memory to see if there are any saved positions for either Exhumed or Quake (Lobotomy's two other Saturn games), and if there are, Death Tank is then selectable! That's the only way to access it we're afraid to say, which is probably one of the cheekiest (and best) ways for Lobotomy to promote their other games. So, assuming that Exhumed is already in your games collection, six-player action is go!

SEVEN PLAYERS? ALL AT THE SAME TIME?

Joypads! We need more joypads! Even our dodgy analogue pad that doesn't work properly was in demand, as Death Tank fever ripped through the office. The rules are simple - even a small child could swiftly become a military expert - games take place over five, ten or 15 individual rounds, the left and right shift buttons trundle tanks across the screen, the D-pad moves the targeting arrow, the A button fires and the B and C buttons toggle between weapons, while the X, Y and Z buttons fire some of the more advanced weaponry. All of the weapons leave a vapour trail in the air showing their trajectory, so players need to quickly adjust the length and angle of the target arrow to hit their opponents, with about four hits needed to destroy a tank. Sounds simple eh? Well it is, until you start to play around with the weapons...

These pics are from original Death Tank... the version with Duke Nukem is the enhanced Death Tank Zwei with seven-player action!

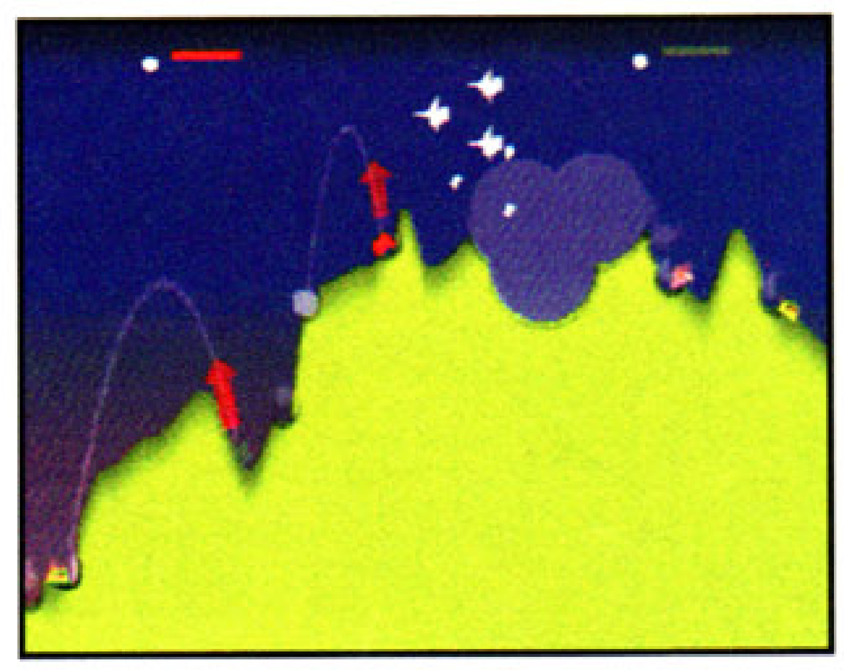




That enormous great cloud is the last remnants of an enormous Nuke fired by the red tank. Death Tank is the BEST multitap game you can buy!

THE WEAPONS?

Everybody has a standard canon with unlimited ammo, and players are given cash bonuses for winning and destroying opponents - cash which can then be spent in the between level shop on no less than 12 different weapons! Icons are displayed at the top of the screen to show which weapon is selected during the game - Nukes and Rolling Mines are the favoured choices here at SSM, but some of the more exotic hardware like the MIRV, Air Strike and the Death's Head are well worth checking out. Experimentation is the key to victory. Oh... look out for the shining objects hidden in the landscape - collect them for hidden weapons!





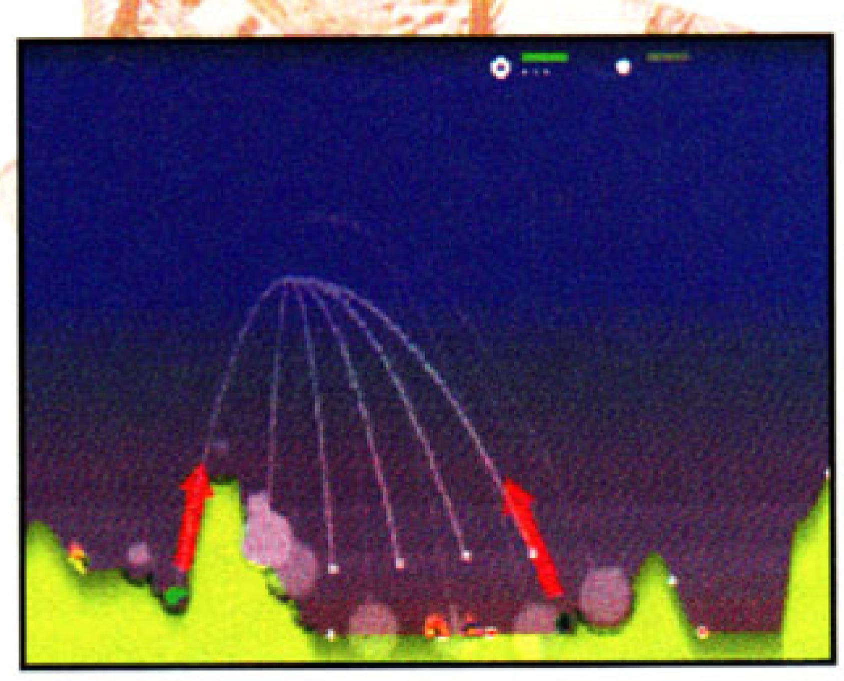
The screen above is the weapons shop which appears at the end of each round.

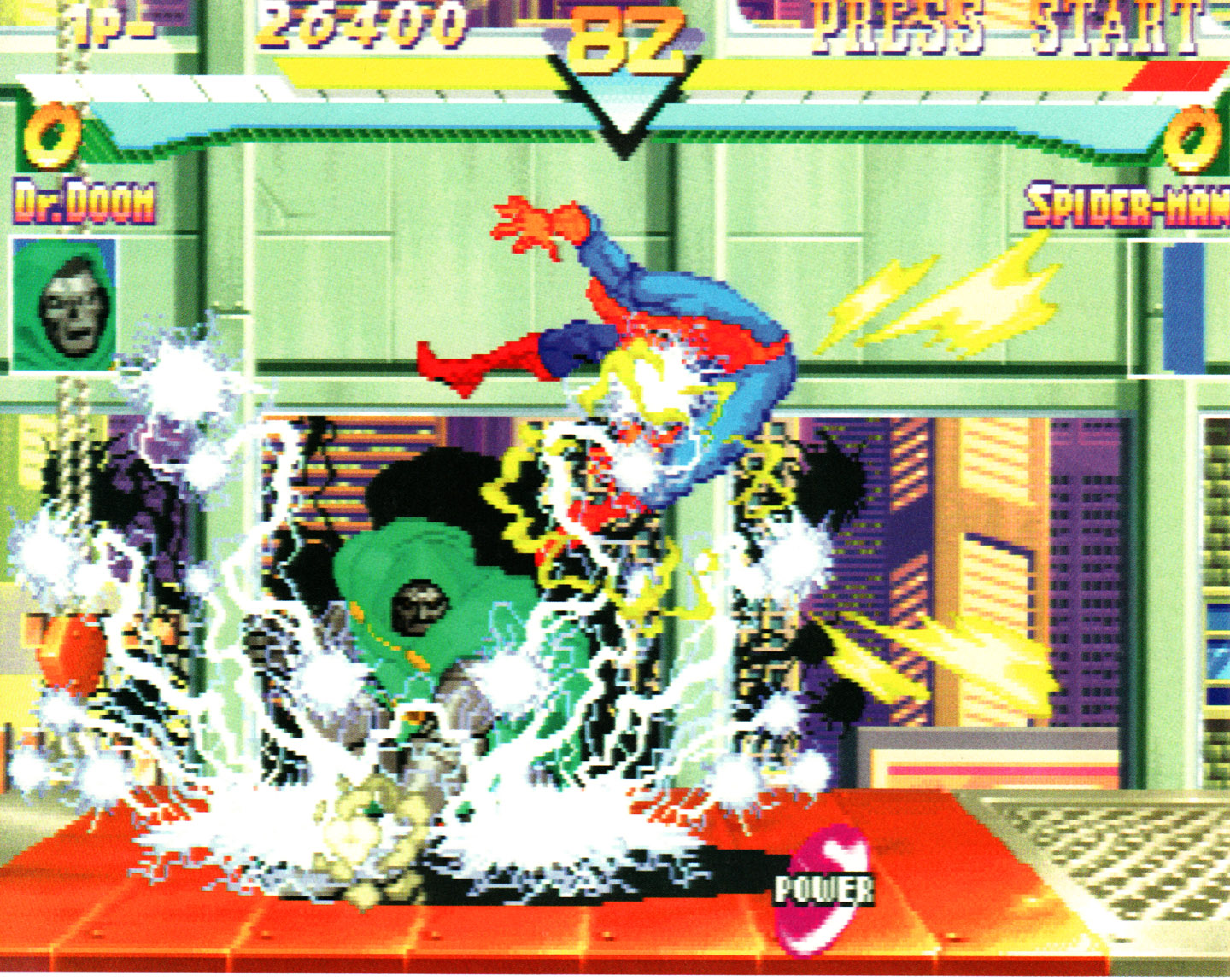
ANYTHING ELSE WE SHOULD KNOW?

Loads. Watch out for some aeroplanes that randomly appear at the start of a round - they drop little parachutes that carry extra credits to be spent on weapons. There's also another random feature as well - the awesome Blitz round! Usually it takes a few seconds for your tank to reload and fire another shot, but when a blitz round randomly pops up, tanks can fire their standard canons constantly, which makes for the most frantic and intense battle imaginable!

The scenery is important as well - tanks are dropped in random positions at the start, and a lucky start point helps a great deal, although expert players make their own luck by using the Hover Coils and Jump Jets and flying to a better position! Oh and as you can see from the pics, the landscape takes a hammering from the weapons as well - Nukes leave massive craters, and Air Strikes level most of the screen!

Death Tank is basically one of the finest multi-player games ever created, and Lobotomy are giving it away! It's an outrage!







Marvel Super Villains!



Thanos is an awesome character – providing you have a big store of Infinity Gems! Otherwise, go for Doom.

As a fighting game, Marvel Super Heroes just can't be beaten! In addition to ten awesome fighting characters, at least THREE more can be added to your fighting roster. Ready yourself for Doctor Doom, Thanos and Anita!



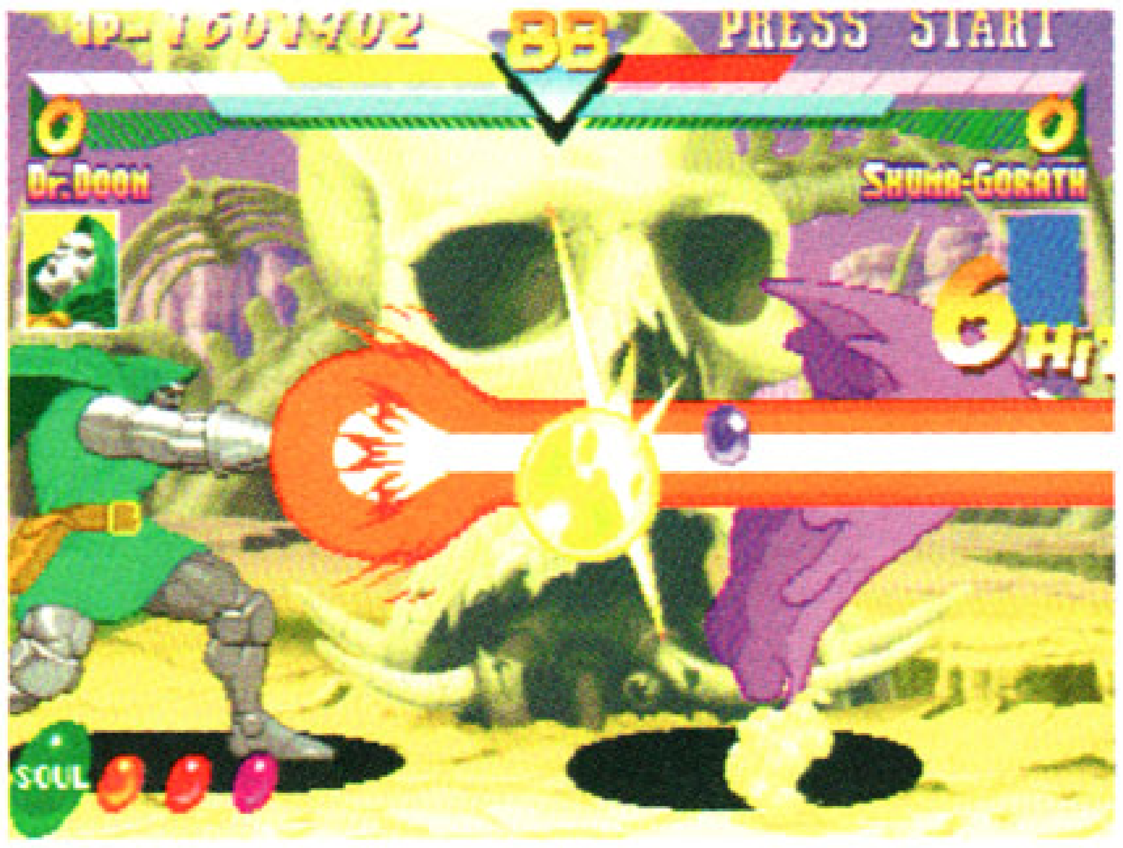
The shortcut screen – with bosses! This saves a lot of fiddling about.

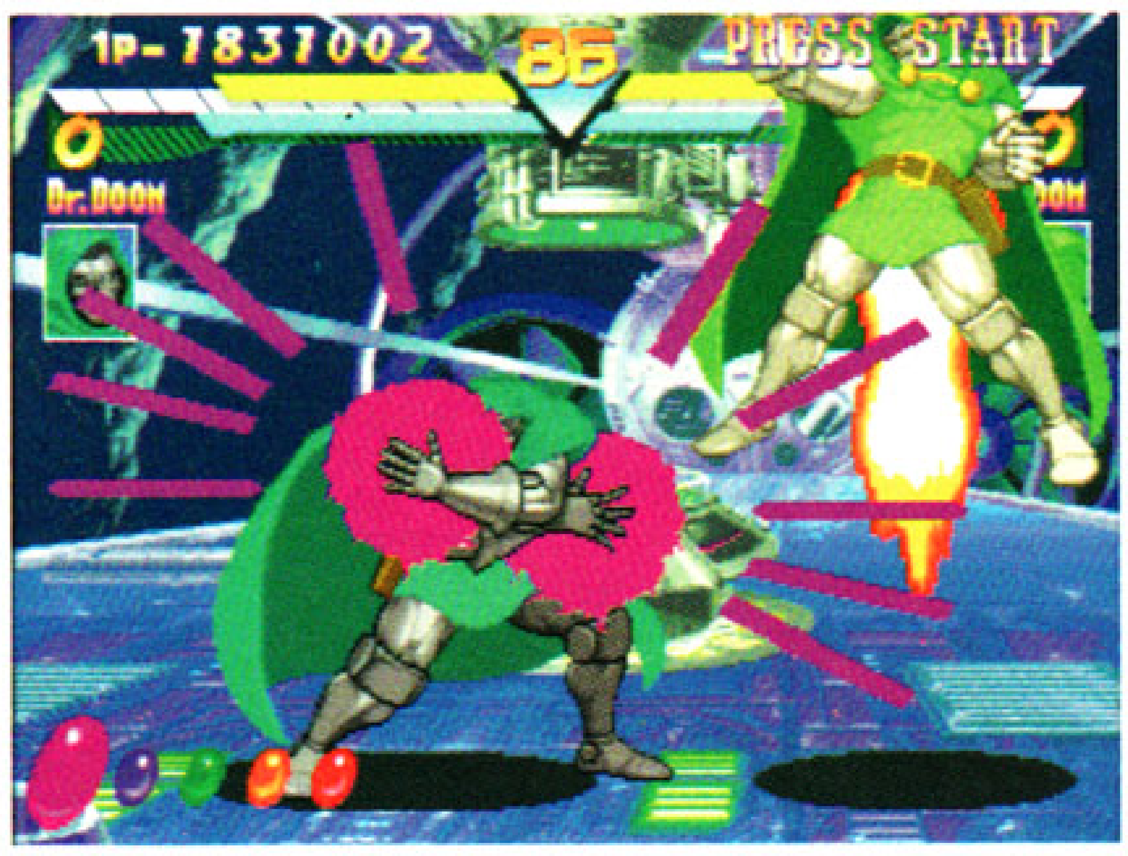


Although she has no ending, Anita's character artwork is pretty cool.

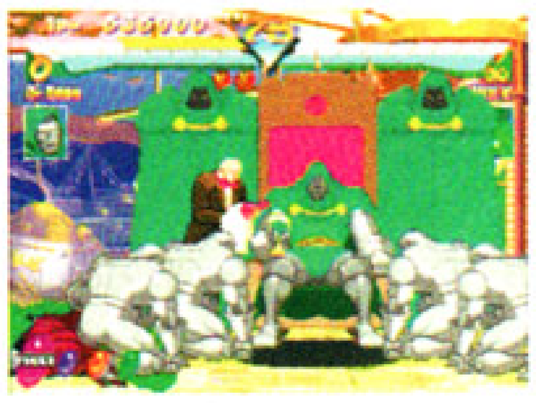
Okay... here we go with the epoch-making "boss codes" for Marvel Super Heroes' two end-game characters: Doctor Doom and Thanos! Oh and Anita from DarkStalkers too! These guys are seriously powerful - a Doom vs Doom confrontation is frankly astounding. We kid you not!

There's just one thing you need to do before you start with these codes - and that is simply to complete the game with default option settings. That means you power-up Marvel Super Heroes, make sure the difficulty is set to four stars then instantly go back to Arcade Mode and get playing! Complete the game with one credit and the path is open for you to "be" Doom or Thanos. Additionally, once you have "been" them, use the back-up option to save off your game data. This allows you to "be" them again without having to go through the above hassle. Additionally, once you've done this, you can then access Doom and Thanos on the shortcut screen, meaning that no boss code is required thereafter!









You can't really beat a victory pose like this, can you?

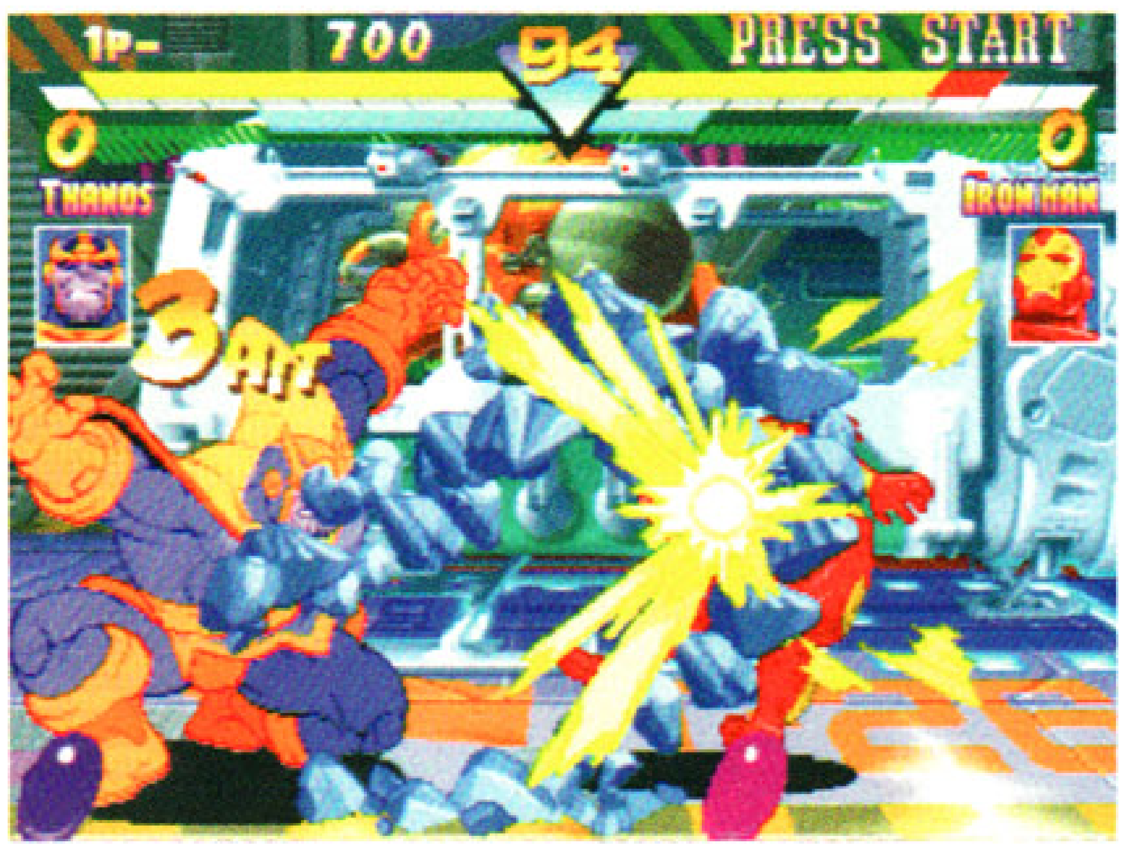
DOCTOR DOOM

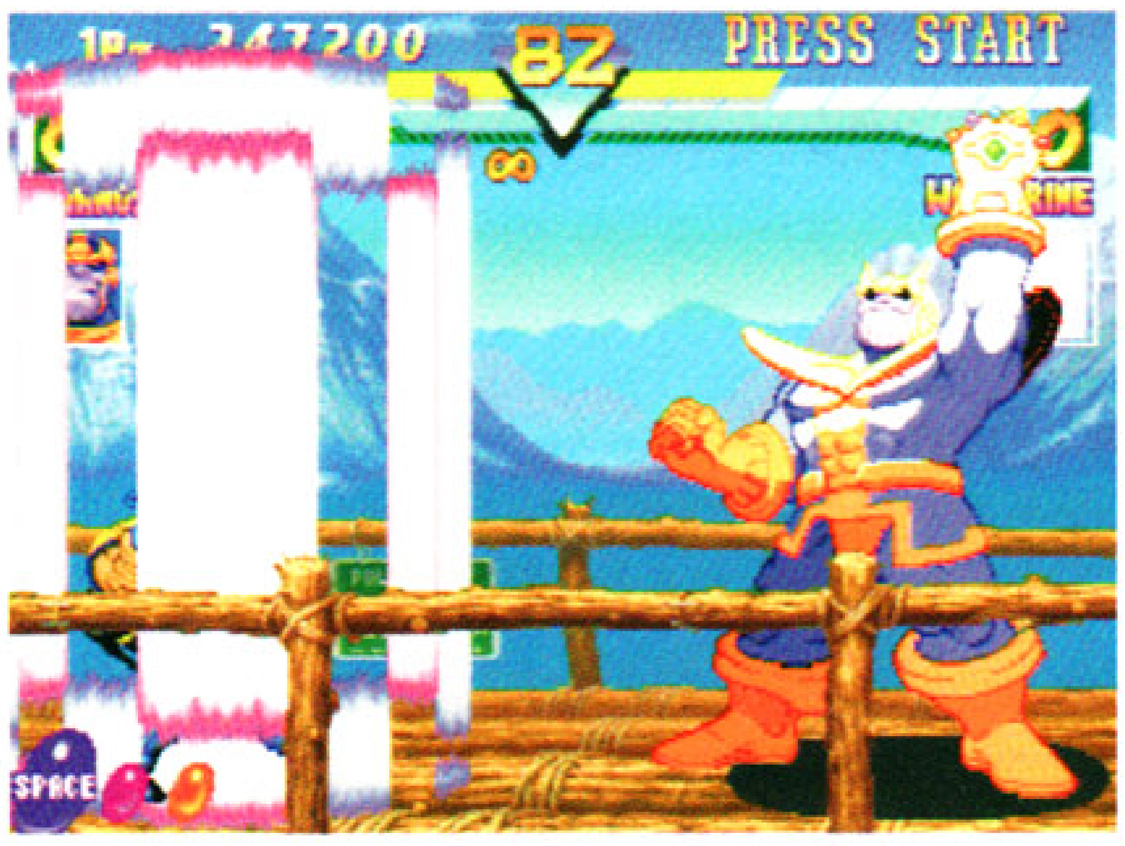


Born to a gypsy father and sorceress mother, Doom's life was rent asunder when his father was murdered by a Latverian baron (his mother having died in a satanic ritual years earlier). Realising that POWER was the key to imposing his will on the world, Doom became the master of both science and sorcery. Adopting his trademark mask visage after a horrible accident, Doctor Doom was born.

There has always been the implication in the comics that Doom's armour is more powerful than Iron Man's, and here's where you get that confirmed. In Marvel Super Heroes, Doom's range of weaponry and combination attacks is frankly frightening. In human hands, MSH Doom can easily take down everyone else - even Thanos.

TO ACCESS DOOM: Once you've completed the game, go to character select and press DOWN, DOWN, A, B, C then press and hold any attack button. The code needs to be entered quickly.









Thanos's "super for every gem" in effect right here.

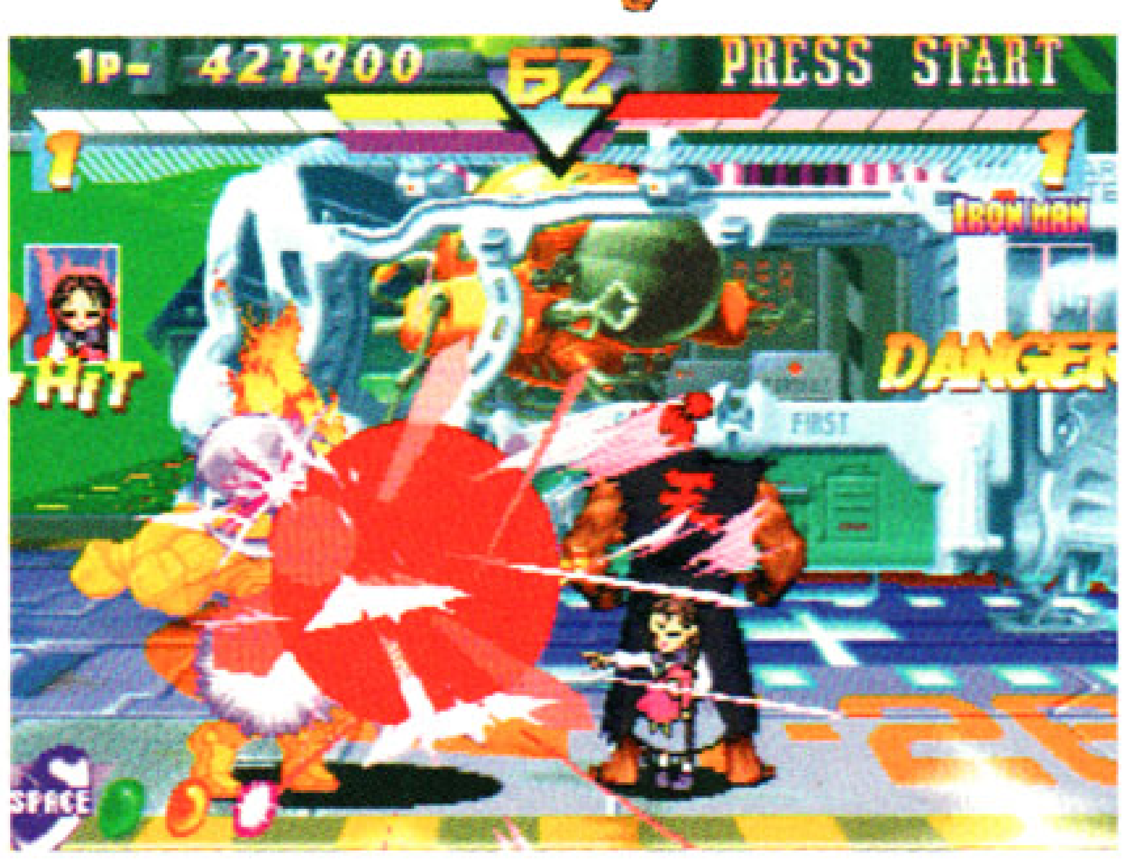
THANOS



This guy is just plain mad. There's no escaping the fact. He's cheated death and indeed fell in love with her and now intends to curry favour with her by annihilating every lifeform in the universe. He's already wiped out half of the cosmos - hence the super hero assault on his person. When you actually ARE Thanos you can choose one of two different endings: the universal domination ending or alternatively something else... As a character, Thanos is absurdly powerful, as you might imagine. However, whereas Doctor Doom's special moves make him all-powerful, Thanos sticks to his Infinity Attacks. Every gem he uses produces a different, incredibly Infinity Attack...

TO ACCESS THANOS: Once you've completed the game, go to the character select screen and press UP, UP, X, Y, Z then press and hold any attack button. Enter the code very quickly!









74 hits! We've managed to get 98 with Anita's incredible Super move!

ANITA

Say hello to the most bizarre character you've ever seen in any Capcom Marvel game. These titles specialise in enormous sprites, so when you first clap eyes on Anita you're likely to be quite surprised - she's absolutely tiny!

Anita has the power to summon forth demons in her attacks (which basically boil down to Dragon Punch and reverse Dragon moves with the punch button) - one of which is Gouki himself! Not bad eh?

What's really cool about Anita is her devastating combination potential. Like Gouki, just about any attack can be instantly chained into another! He doesn't attack physically. Instead she just directs her demons or moves her floating sword about! Anita's Infinity Move is frankly senses-shattering... we've achieved a record 98 hits with it!

TO ACCESS ANITA: Once you've completed the game, go to the character select screen and press UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT then hold down UP. Now press, X, X and Y together, then X, Y and Z together! Awesome!

"They're off TOUR great start!"

Scant few weeks have elapsed since we last saw Sega Touring Car Championship, but in that small space of time, the game has come on in leaps and bounds. SSM's resident racer LEE NUTTER takes a look at what's new.



In creating Sega Touring Car Championship, AM Annex have succeeded where others have failed - by making touring car motor sport look exciting. It's not you see. It is in fact a sport dominated by Formula One down-and-outs and wannabe boy racers, driving boring production vehicles around dull country circuits at a pretty modest rate of knots. Yawn. If that's what you want from a video game based on the series, Codemasters have just the thing wending its merry way to the PlayStation soon. However, if it's full-on, in yer face, high-speed thrills 'n' spills you're after, the likes of which you'd never get from an official license, Sega Touring Car Championship has the lot. It's as simple as that.




Mobil 1
AMG
BOSCH
Mobil 1
BRIDGESTONE





The clipping in the split-screen two-player mode is top-notch, even in the graphically complex Brick Wall Town circuit.

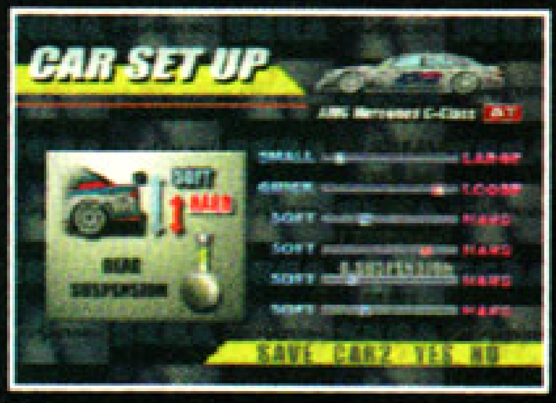








Each of the vehicles in Touring Car features a rather impressive alternative paint job, selectable from the start.



The custom car option allows players to tamper with the mechanics of each of the vehicles to suit their own driving style.

SO WHAT'S NEW?

Since we last took an exclusive peek at Touring Car, work has progressed at an astonishing pace. So much so in fact, that Sega of Europe are receiving more complete versions every other day! Here at SEGA SATURN MAGAZINE, we've managed to procure the very latest of these, boasting all-manner of new features and options, amongst them a Saturn-specific track, two-player mode and a rear-view mirror option. Rest assured we'll have more on this awesome title next month, as well as the exclusive review!

SPLIT-SCREEN TWO-PLAYER MODE IS IN!

The staple split-screen two-player mode is now firmly entrenched in the very latest version of Touring Car, being more than a match for that of Sega Rally. Whilst a slight drop in track side detail is apparent, the standard of clipping is excellent and the frame rate remains the same as in the standard one-player game.

The CS Team have also been keen to incorporate plenty of Sega Rally-style options to their split-screen shenanigans, allowing players to customise the ensuing race to their own particular style of play. Once the vehicle and transmission have been selected, players are afforded the opportunity to choose from the three standard courses and the number of laps across which the race is set across. There's also plenty of scope for handicapping, with a slower car boost now in place, increasing the speed of the trailing car, making catching up the lead car a tad simpler. This increases the overall pace of the two-player battle, given that one car is always behind the other. Get it? A second handicap feature has also been included, allowing one player a variable head start over the supposedly superior second player, who then has to make up that ground before winning the race, making the victory look even more spectacular. Cool or what?



There's plenty of scope for ramming opponents in the cool two-player option.

CUSTOMIZABLE CARS

One of the few criticisms levelled at AM Annex's arcade version of Touring Car, is that the handling of the cars was a tad too realistic, with players spending much of their time ricocheting from one side of the track to the other. So for the Saturn conversion, the CS Team have included a Rally-style custom car option, allowing players to adjust the car set-up to suit their own driving style.

Players are able to tamper with the steering for example, affecting how quickly and acutely the cars turn into the corner, potentially shaving seconds off the lap times. Varying tyre compounds are also available, determining the amount of grip your chosen vehicle exhibits. Soft tyres tend to stick to the track better, making for easier cornering, but deteriorate much quicker than the less grippy hard compound. In addition, the front and rear suspension is adjustable, affecting how springy the vehicle is. Only, it's not a good idea to mismatch the front and rear suspension too much, otherwise it upsets the balance of the car.

ELIMINATE THE BLIND SPOT

One of the few sad omissions from the incredible Sega Rally conversion, was the processor-intensive rear-view mirror. This had the undesirable effect of leaving players frantically weaving about the circuit to prevent enemy drones from overtaking. Not so with Touring Car. Given the tougher computer AI in the game, it really is more of a necessity than a luxury, and as such the CS Team have made it a high priority. The fruits of their labour can finally be seen across the pages of this massive showcase, with the stunning rear-view mirror being present when the internal view is selected.







The rear-view mirror option makes blocking opponents a tad simpler.

COUNTRY CIRCUIT

The opening round of Sega Touring Car Championship takes place at the simplistic Country Circuit, a high-speed course which throws up few problems. The combination of a wide track, a long home straight and gradual flowing corners make it the ideal track for novices to get to grips with. On the other hand, seasoned racers can perfect their racing line (usually the darkened area of the track), shaving precious tenths of a second off their lap times. As with the remaining three races, round one kicks off with a Daytona-style rolling start, allowing players to attain top speed down the home straight before hurtling into the first corner. From there, it's a maximum-velocity jaunt around the countryside before hugging the apex of the final corner leading onto the finishing straight, cheered on by the crowd occupying the huge track side grandstand.




Heading into the first bend, players ought to stick to the dark area of track, commonly referred to as the racing line.



"... and they're off TOUR great start!", to quote the incredibly witty headline on the previous page. D'oh!



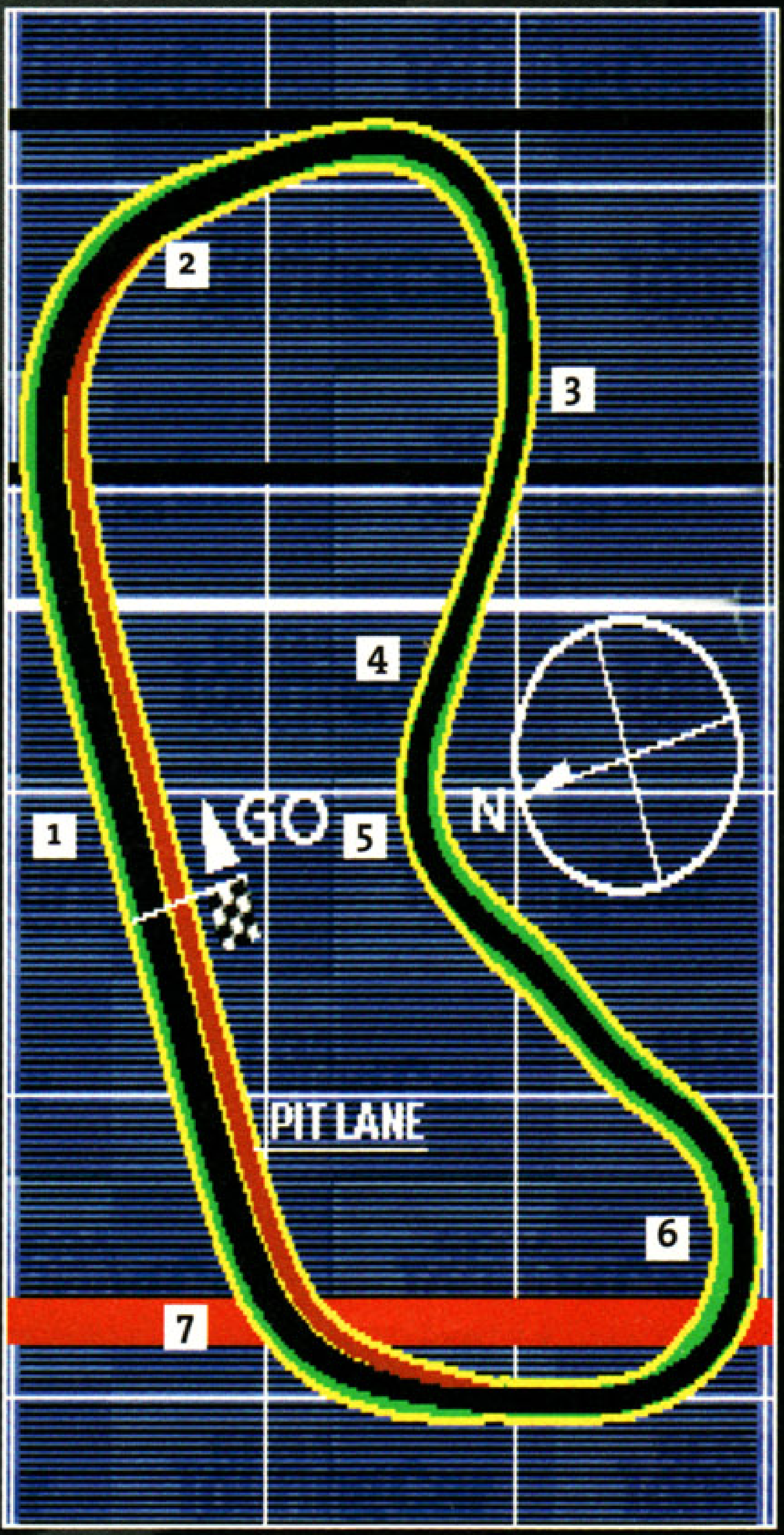
To give you a rough idea of how fast the game is, a decent lap lasts around 25 seconds!




The final corner is the only tricky part of the Country Circuit, with valuable seconds being lost by those who fail to get it right.











Nothing too taxing on the back of the circuit, apart from the tough computer AI.






The combination of a wide track and long start/finish straight make the Country Circuit an ideal course for newcomers to get to grips with the tricky handling of the different vehicles.

GRÜN WALT CIRCUIT

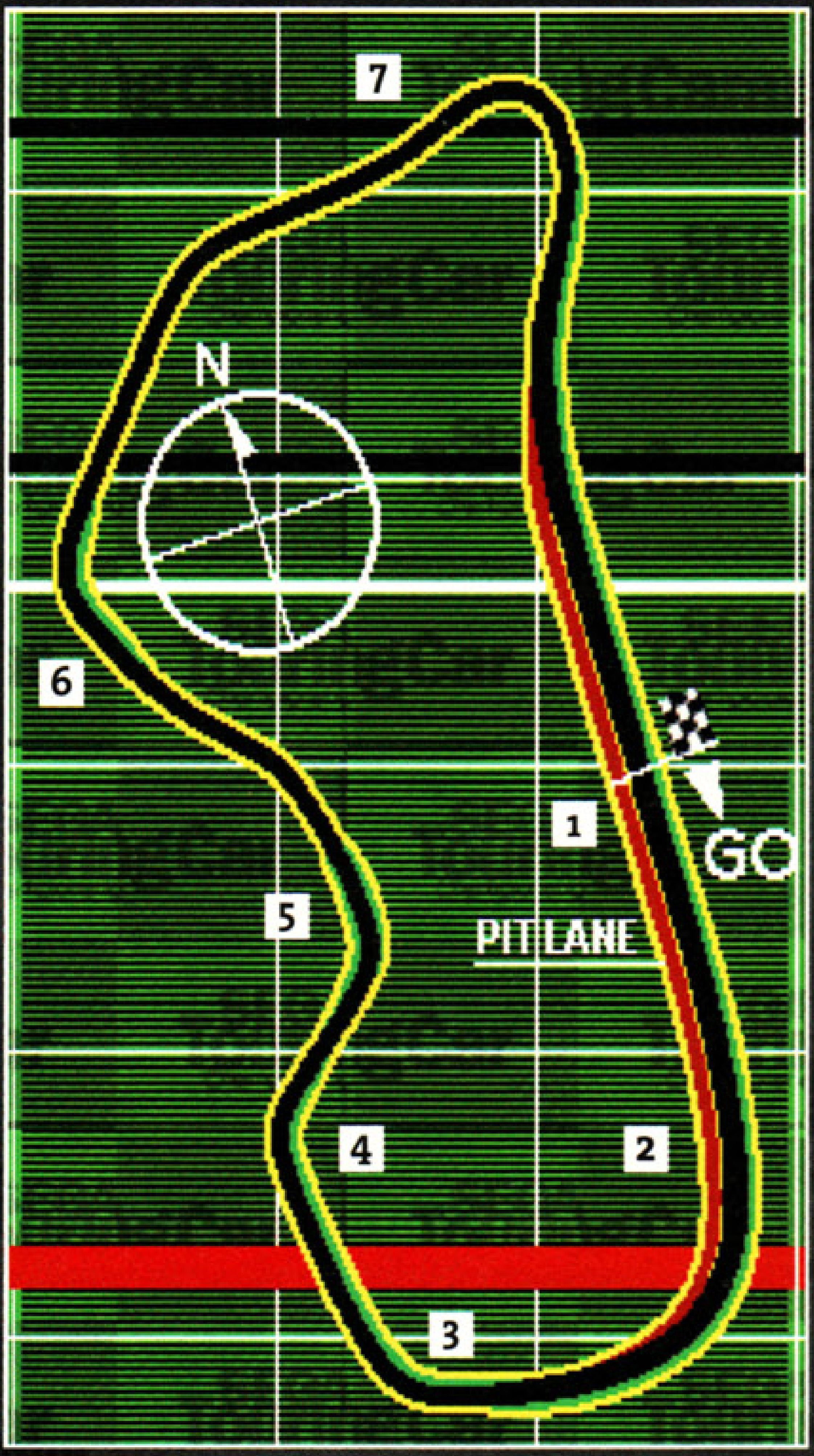
The Grun Walt Circuit is another pedal-to-the-metal high-speed course, with players rarely needing to lift off the accelerator. The race begins with the huge start/finish straight, providing players with plenty of opportunity to make up a few places before dipping down into the first corner. The middle section of the circuit features a few challenging corners, though nothing too testing, allowing players to take in the pretty mountainous scenery whizzing by at a million miles per hour. However, the trademark tricky final corner rears its ugly head once again, with vehicles slewing into the barriers before accelerating up the finish straight, using the rear-view mirror to fend off any unwelcome advances. Finishing in the top few places is essential for players wishing to unlock the hidden circuit, as every second counts towards the overall time.







The last few corners allow players to attain maximum-velocity before arriving at the nasty hairpin bend.





The middle section of the circuit throws up a few challenging corners, where places are gained or lost.



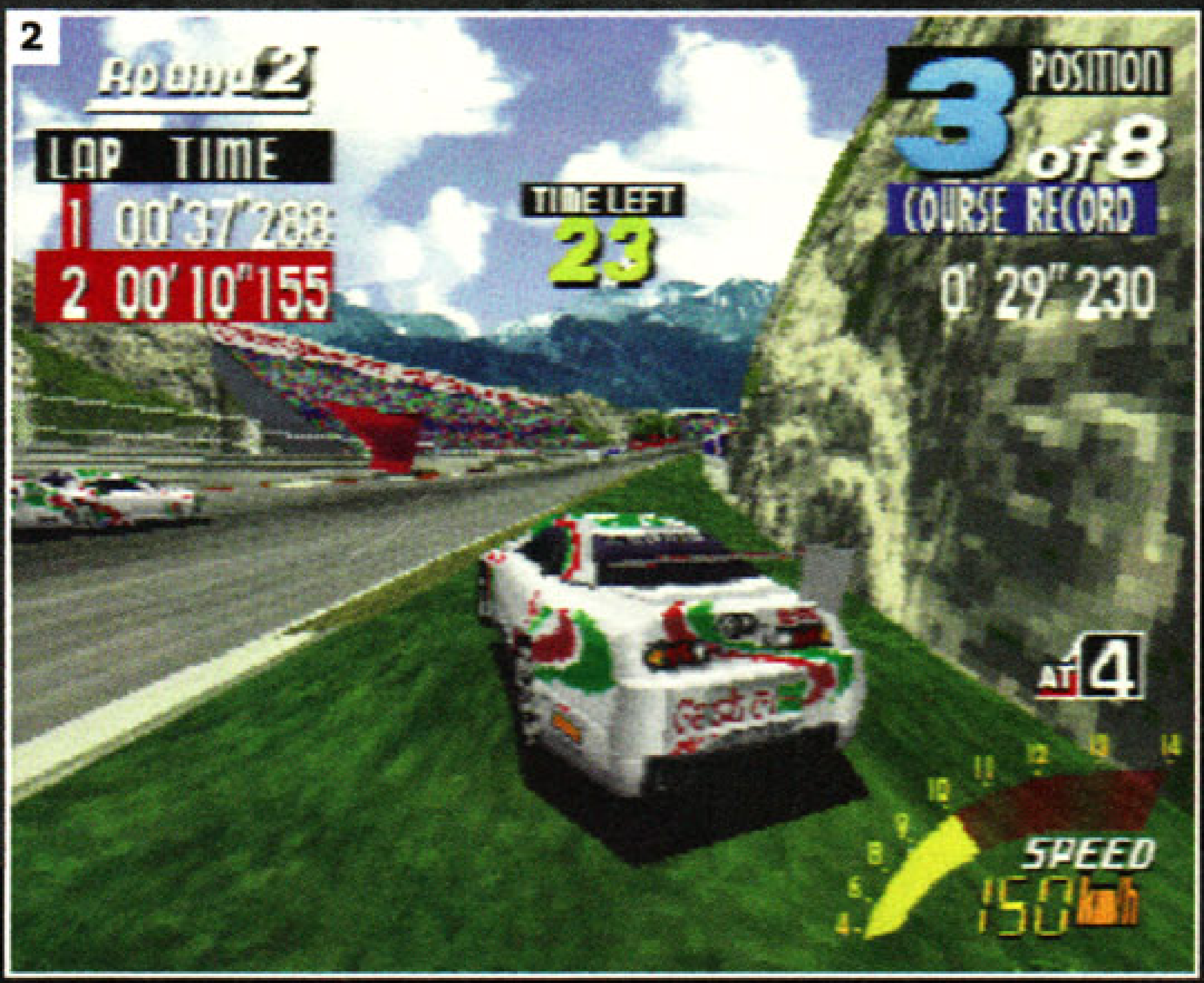
The tricky final hairpin bend is invariably the scene of multiple-car pile-up, with some hefty breaking required to avoid disaster.





Whilst the track is still fairly wide, the run-off areas have all but disappeared.







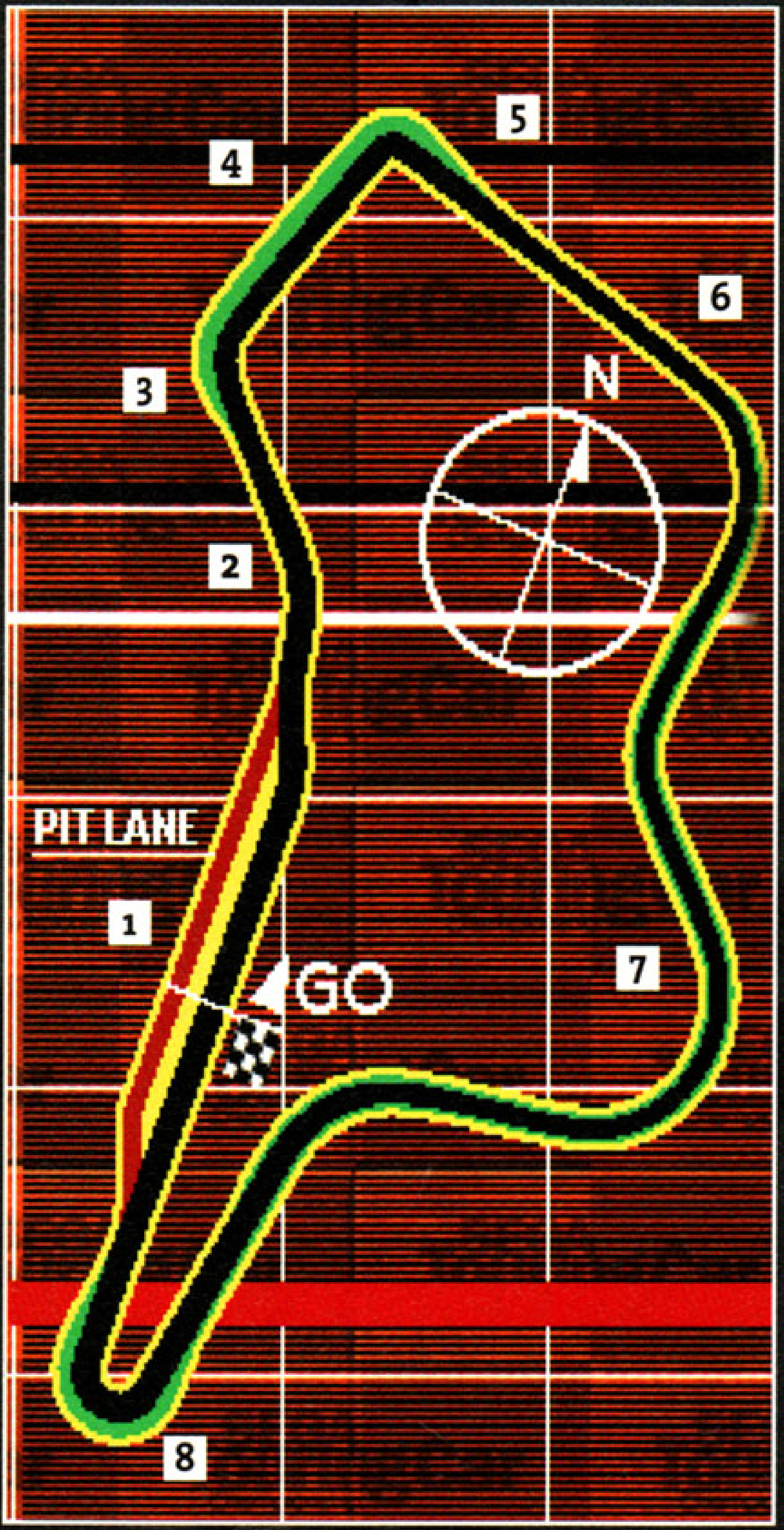
Heading into the first corner, a tight racing line is required to prevent your vehicle from slewing into the barriers.

BRICK WALL TOWN

The devilish Brick Wall Town circuit is the final course on the Touring Car roster (bar the hidden course) and is where STCC really demonstrates its graphical prowess. Densely packed buildings and all manner of huge architecture adorn the circuit, with the draw distance being the best we've seen in a Saturn racer so far. The course itself is the ultimate test of a driver's skills, with the rolling start leading players into the rather short home straight at a paltry 145 kph, before building up speed around the flowing few turns before facing two nightmarish right-handers, invariably the scene of a multiple-car pile-up. This is where the analogue controller really comes into its own, with power-sliding made far simpler than when using the standard digital pad. The middle section of the circuit then settles down into a fairly easy jaunt under the flyovers and bridges, until the tricky hairpin bend leading onto the finish straight gives you a nasty wake-up call.

3


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5


6


The mid-section of the track settles down into a fairly easy jaunt around the city streets.





2


1


8


Use of the analogue control is essential for Touring Car, producing awesome Rally-style powerslides.

7


The track-side architecture is really quite impressive, with huge buildings and flyovers abound.

URBAN CIRCUIT

Players who have accumulated the best overall time for the previous three races are rewarded (or should that be punished?) with the super-advanced Urban Circuit. This hidden track also appeared in the arcade version of Touring Car, but the rock-hard difficulty level meant that few people actually saw it. As with Sega Rally's hidden Lakeside Course, the tough Urban Circuit affords players little opportunity for error, with the grass verges and run-off areas being cast aside in favour of the rather less forgiving walls, slowing your vehicle down immensely. The race itself takes place in the dimly-lit city streets, comprising endless tunnel sections, narrow straights and ultra-tight bends. Perseverance is required, nay demanded, if players are to be successful, with a special surprise awaiting those who complete the Urban Circuit in first place.





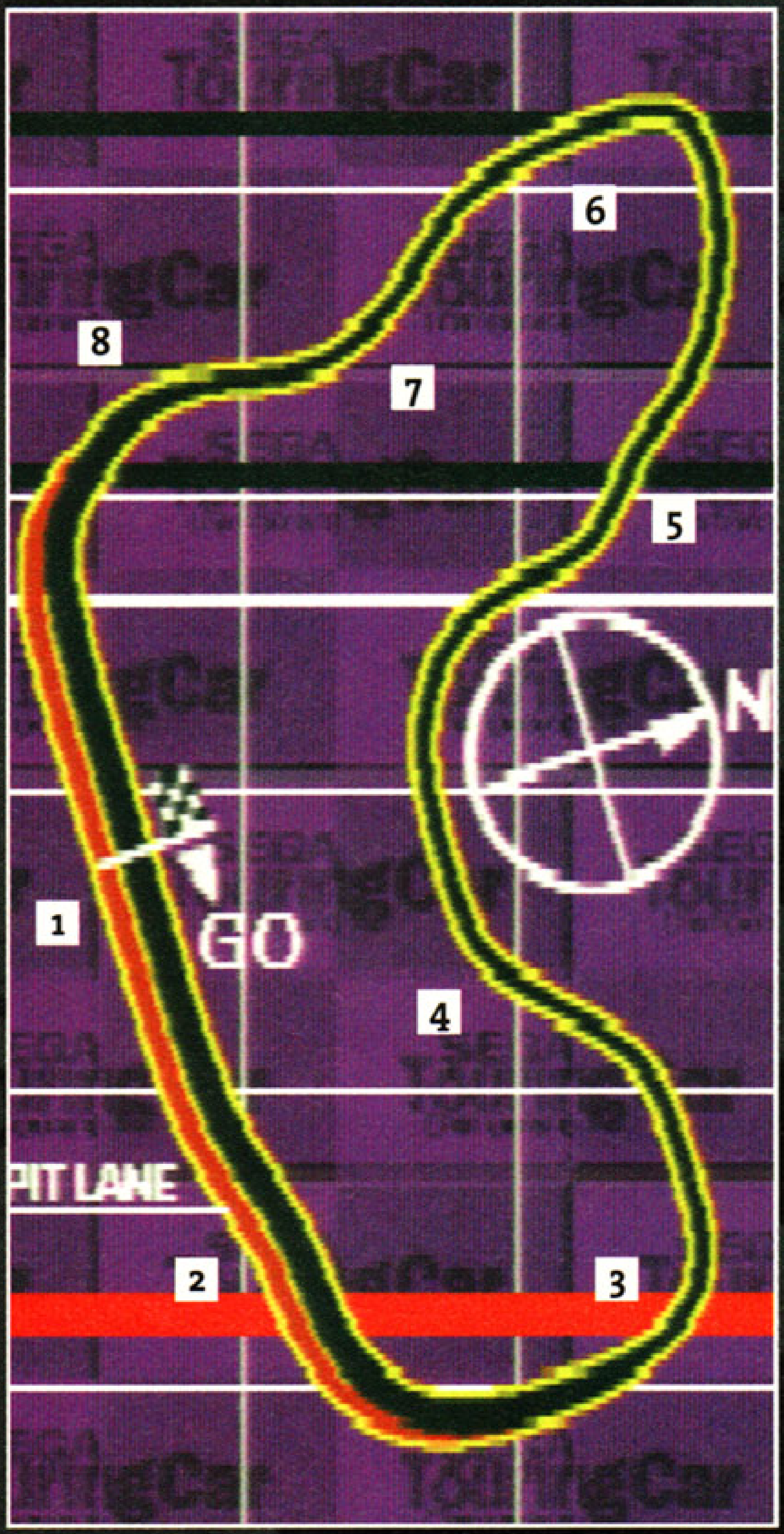


Players begin the Urban Circuit in pole position, remaining there however, is a different matter entirely.











The narrow tunnels are a nightmare to negotiate.





The tight tracks make overtaking very difficult indeed.









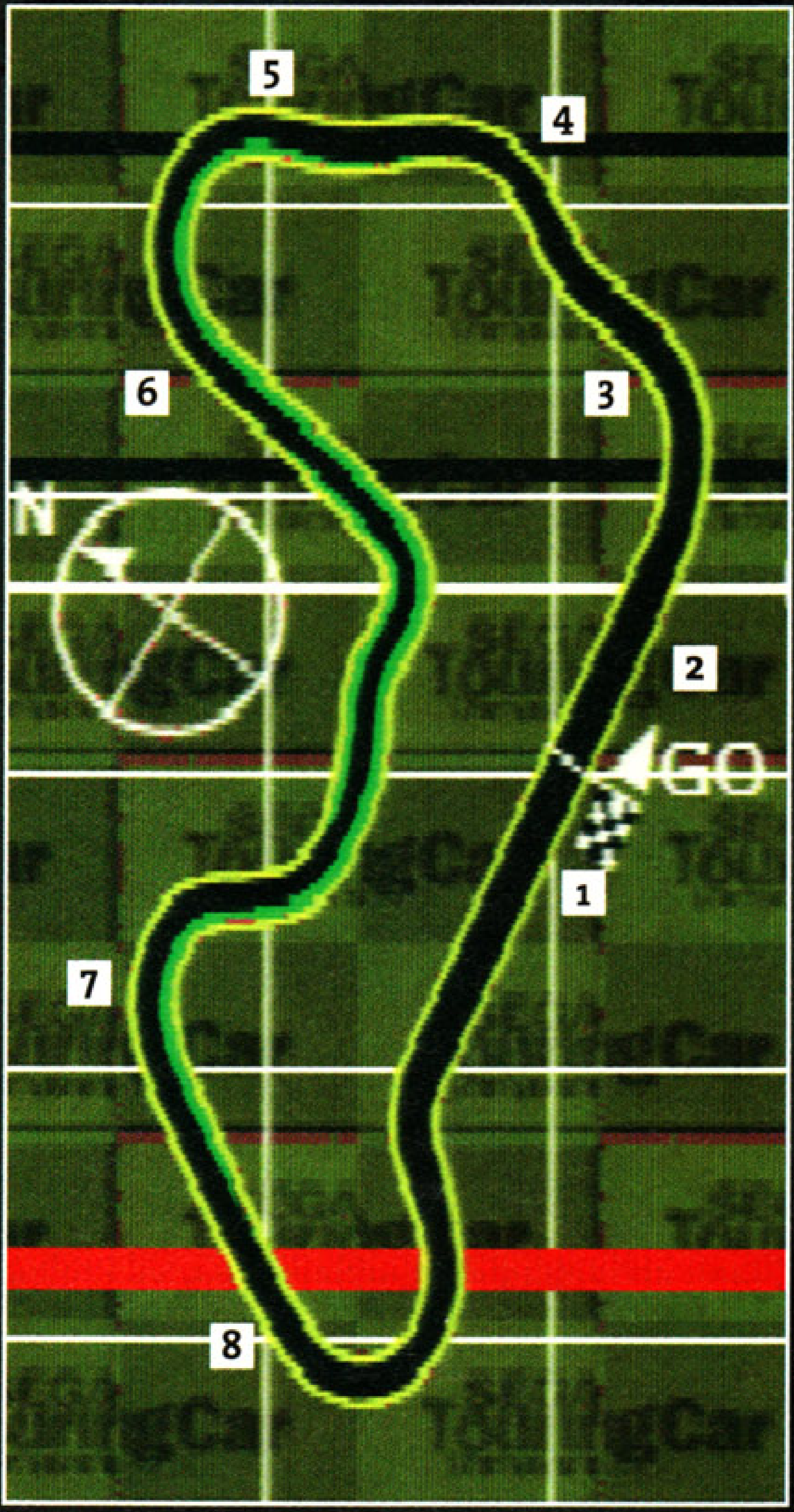
In the interests of good taste, the less said about a Mercedes hurtling through a tunnel section at high speed the better, methinks. Next month maybe.

SEGA SATURN CIRCUIT

As we revealed a couple of months ago, when we first took a sneak look at Sega Touring Car Championship, the programmers were keen to incorporate as many Saturn-specific features as is humanly possible. Up until now, details of what form such enhancements would take have been scarce, with Sega remaining tight-lipped on the subject. However, we're pleased to report that the fruits of the CS Team's efforts can now be seen, with an all-new Saturn track now firmly etched in the latest code. The high-speed circuit becomes available once the regular Saturn mode has been completed, bumping the total number of circuits up to a Rally-beating five. The course itself is blindingly quick, with a series of long, wide straights and gradual flowing corners meaning that drivers rarely need to lift off the accelerator. Finish in first position and who knows, more secrets may be revealed!

6


7

8






Huge straights make this a super-fast circuit.

1


5


4


Looks like the 777 Speedway, doesn't it?

3


The new Saturn track is similar to the Country Circuit, with fast straights and few challenging bends.

2


Plenty more secrets are guaranteed in the final version. Sega Rally cars? More tracks? Who knows?

LAST BRONX

MOVES LIST PART TWO

The waiting is almost over. By the time you read this, the official UK version of AM3's Last Bronx should be in the shops and take it from us, this game is incredible! So on with this month's indispensable Last Bronx guide, detailing all the moves for the final four characters along with a brief look at the complex plot synopsis for each. This concludes SEGA SATURN MAGAZINE's awesome Last Bronx coverage.

Game Alias: **JOE**
Name: **Joe Inagai**
Weapon: **Nunchaku**
Age: **23**
Height: **179 cm**
Weight: **76 kg**
Gang: **Shinjuku MAD (Riders Team)**
Stage: **Dark Rooftop**

As the former second in command of the legendary Soul Crew posse, Joe is a cool character, spiritual-minded and charismatic, naturally inspiring confidence and loyalty amongst his many followers. However, as events transpired following the sudden and untimely death of the Soul Crew's leader, Joe decided to quit the group. He went on to form the Shinjuku Mad gang, consisting mainly of like-minded riders.

Joe is a very powerful fighter, who wields Nunchuku in his right hand whilst delivering powerful uppercut blows and devastating karate chops with his left. He's a particularly tough character once he manages to get inside his opponent's guard, with some devastating throws and body attacks at his disposal.





Joe's combination of weapon-based attacks and powerful karate chops make him a dangerous opponent at any range.

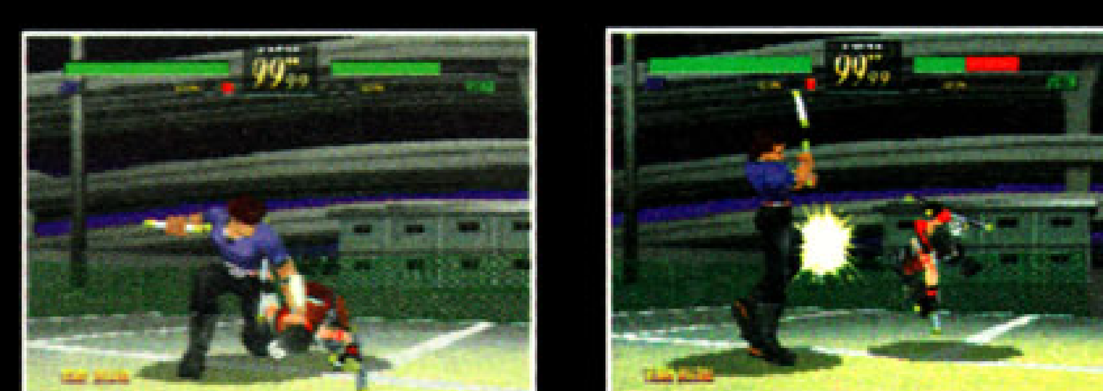


Whilst shocking at first, players quickly become desensitised to the unparalleled brutality of Last Bronx.

BASIC ATTACKS	
Punch	P
Punch & Kick	PK
Double Punch	PP
Double Punch With Front Kick	PPK
Triple Punch	PPP
Triple Punch With Spin Kick	PPPK
Four Times Punch	PPPP
Squat Swing	⇩P
Knockdown Punch	⇩⇩P
Uppercut	⇘P
Hurricane Shot	⇘⇘P
Double Spiral Punch	⇘⇘PP
Spiral Punch	⇩⇘⇨P
Winding Stream	⇦P
Winding Double	⇦PP
Winding Triple	⇦PPP
Side Slasher	⇦⇨P
Slash Axel	⇦⇨PK
Elbow	⇨P
Elbow Spin Kick	⇨PK
Palm Shot	⇨⇩P
Tornado Punch	⇨⇨P
Hi Kick	K
Squat Low Kick	⇩K
Middle Kick	⇘K
Long Middle Kick	⇨⇨K
Back Spin Kick	K+G
Shoulder Ramble	P+K
Shoulder High	P+KK
Shoulder Crawl	P+K⇩K
Up Draft Shot	⇘⇘P+K
Stealth Swallow	⇦⇘P+K
Tempest Straight	⇨P+K

THROWS	
Shoulder Throw	P+G
Beast Fang	⇦P+G
Head Crusher	⇦⇨P+K
Hell Gallows	⇦⇧⇩⇘⇨P+K
(CROUCH) Shoulder Throw	⇩P+G

DOWN ATTACKS	
Sunset Swing	⇘P
Lightless Dive	⇧P



One of Joe's more complex throws has him pushing Yoko to the ground before letting her feel the force of his weapon.

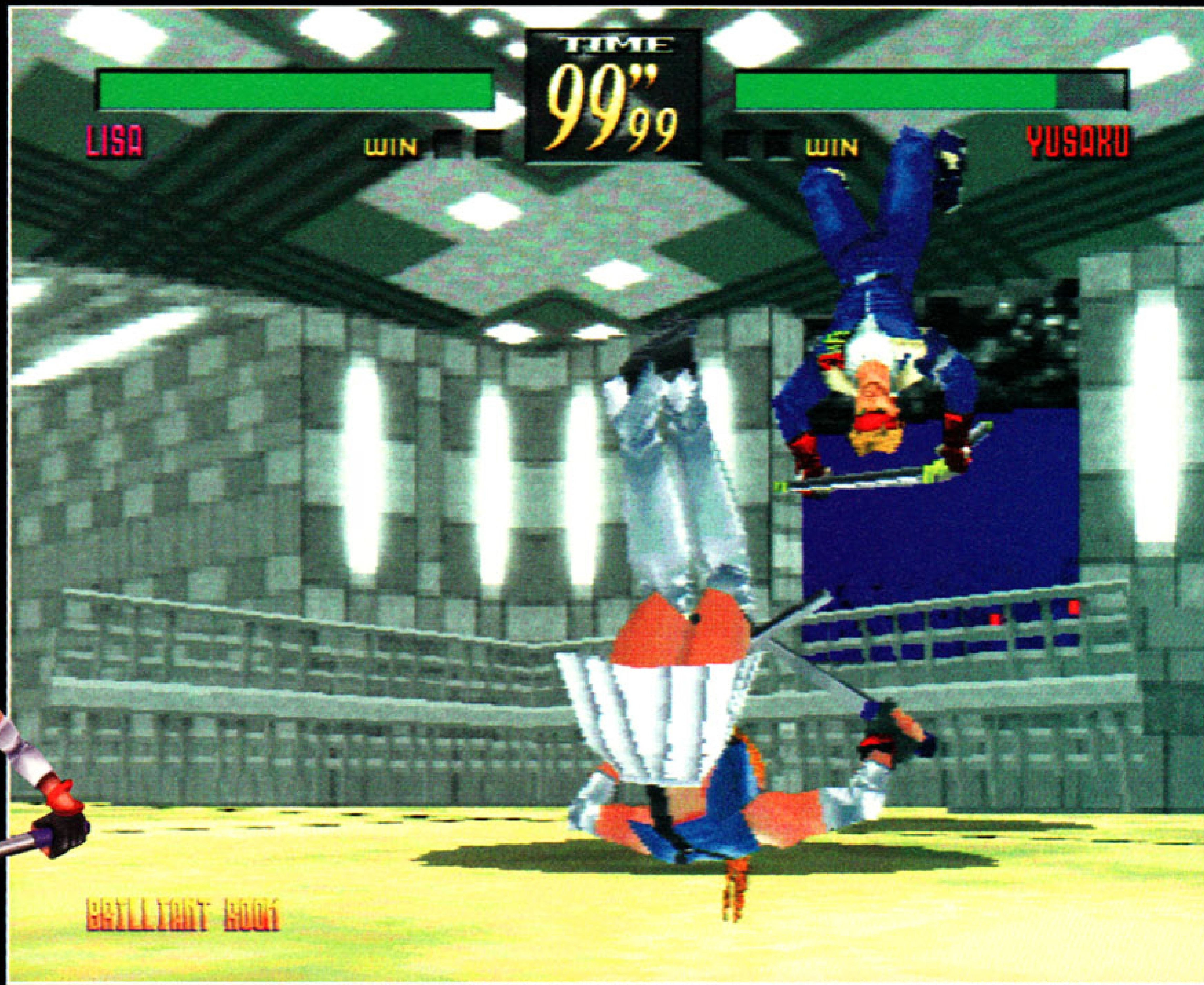




Game Alias: **LISA**
Name: **Lisa Kusanami**
Weapon: **Double Stick**
Age: **17**
Height: **159 cm**
Weight: **45 kg**
Gang: **Orchids (Band Team)**
STAGE: **Moonlight Garden**

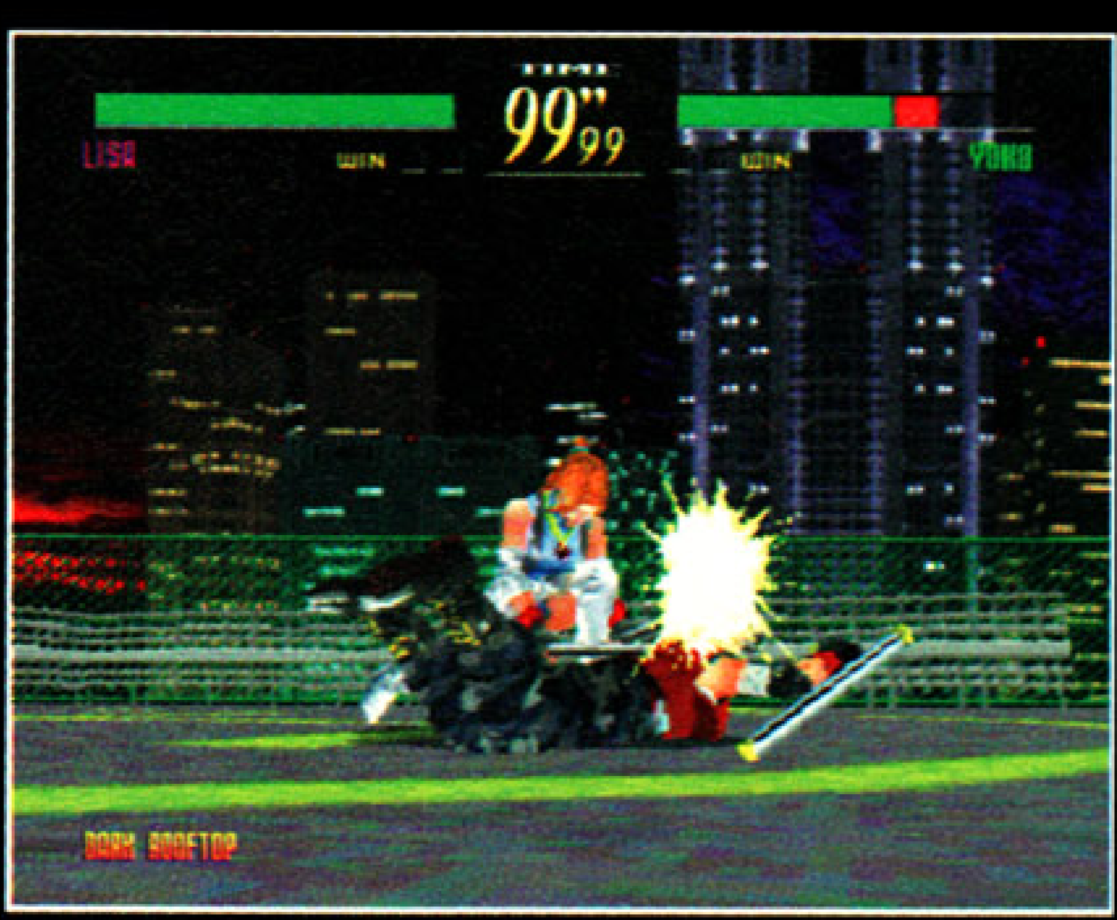
Lisa has been trained by the same sensei who taught fellow Last Bronxer Tommy. Whilst his training methods are at times harsh, the old sensei is too gentle on Lisa, allowing her to become a spoiled high school prima donna. Lisa mother ran off when she was young, leaving her to take out her frustrations on a drum kit. In battle, Lisa arms herself with a set of Double Sticks, being deceptively powerful and extremely fast, allowing for some incredible multiple-hit combinations attacks.











BASIC ATTACKS	
Punch	P
Punch & Kick	PK
Double Punch	PP
Triple Punch	PPP
Four Times Punch	PPPP
Five Times Punch	PPPPP
Low Back Beat	⬀P
Double Low Back Beat	⬀PP
Crouch Punch	⇩P
Uppercut	⬁P
Uppercut & Turn Heel	⬁PK
Spinning Punch	⇦P
Spinning Double Punch	⇦PP
Spinning Punch & Low	⇦P ⇩P
Turn Level Punch	⇦⇨P
Thrust Punch	⇨P
Round Punch	⇨⇨P
Small Typhoon	⬂P
Typhoonic Center	⇧P
Hi Kick	K
Hi Toe Kick	⇩K
Low Kick	⬇K
Middle Kick	⬁K
Spinning Kick	K+G
Spinning Rod	P+K
Double Spinning Rod	P+K P
Lisa One	⬀P+K
Lisa 1-2	⬀P+K P
Lisa 1-2-Shoot	⬀P+K PP
Low Sweep	⇩⬀⇦P+K
Middle Screw Punch	⬁⬁P+K
Sonic Wave	⇦⬁P+K
Tomtom Rush	⇦⇦P+K

THROWS	
Flipping Throw	P+G
Turn Over Throw	⇦⇨ K+G
Head Scissors	⇦⇩ K+G
Drop Kick	⬀⇨P+K
(CROUCH) Flipping Throw	⇩P+G

DOWN ATTACKS	
G Cref Attack	⬁P
Tornado Jump	⇧P
Roop Kick	⇧K



As the youngest fighter in the game, Lisa is deceptively powerful and extremely agile, with a particularly energy-sapping PPPPP combo in her extensive repertoire.

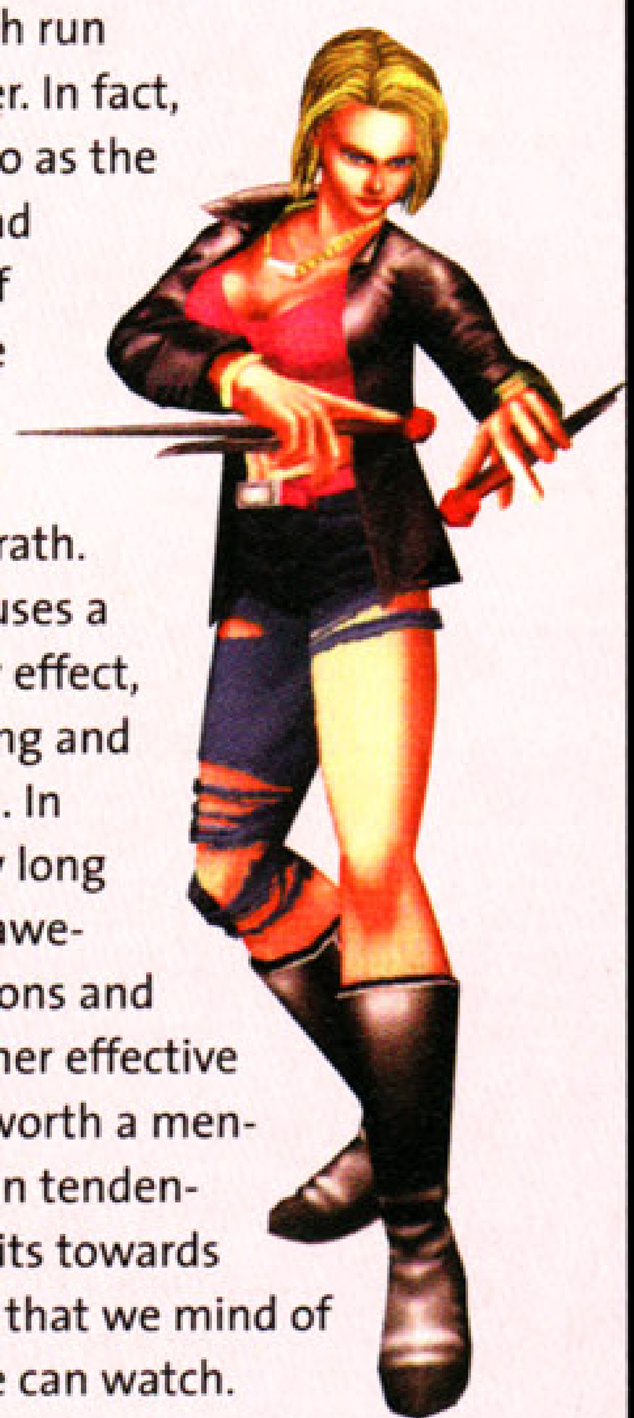


In a blatant attempt to capture the attention of young Japanese boys, AM3 included teenage temptress Lisa in the fighter roster. Modelling an incredibly short skirt and a skin-tight top, her knickers are a regular feature of the game.

Game Alias: **NAGI**
Name: **Nagi Hojyo**
Weapon: **Sai**
Age: **23**
Height: **167.5 cm**
Weight: **52 kg**
Gang: **Dogma (Ladies Team)**
Stage: **Tears Bridge**

Adhering to "burn your bra" feminist ideals, Nagi is the leader of the no-boys-allowed tribe of Amazon warriors, Dogma. Noted for their ferocity in battle and chilling unapproachability, the Dogma posse are feared by their rival factions. Being the only daughter of a powerful leader of commerce, Nagi has always been treated like a princess, explaining the sadistic and hysteric streaks which run through her character. In fact, she's often referred to as the Dangerous Queen and even the strongest of men feel weak at the knees at the prospect of having to face her wrath.

In battle, Nagi uses a pair of Sais to deadly effect, with close-up stabbing and parrying movements. In addition, her shapely long legs allow for some awesome kick combinations and add considerably to her effective combat range. Also worth a mention are Nagi's lesbian tendencies which she exhibits towards the boyish Yoko. Not that we mind of course, as long as we can watch.



BASIC ATTACKS	
Punch	P
Punch & Kick	PK
Double Punch	PP
Triple Punch	PPP
Triple Punch & Kick	PPPK
Triple Punch & Double Kick	PPPKK
Twist Shot	↗P
Crescent Cutter	↗→P
Crescent Shooting Star	↗→PP
Crouch Punch	↓P
Uppercut	↖P
Thrust Punch	↖↖P
Thrust Punch & Swing	↖↖PP
Cross Cutter	←↖P
Middle Thrust Punch	←→P
Middle Thrust Punch &	K←→PK
Middle Slash	→P
Double Middle Slash	→PP
Double MiddleSlash & Kick	→PPK
Triple Middle Slash	→PPP
Snapping Back Punch	→→P
Hi Kick	K
Hook Kick	↗K
Rising Kick	↓K
Low Kick	⬇K
Middle Kick	↖K
Middle Hook Kick	↖KK
Step Edge	→K
Heel Dropping Kick	→→K
Flying Back Kick	↙K
Jump Hi Kick	K+G
Hi & Low Spin Kick	K+G ↓K+G
Screw Fall Kick	↓K+G
Low Spin Kick	↓↓ K+G
Double Spin Kick	↓↓K+GK
Triple Spin Kick	↓↓ K+GKK
Combo Spin Kick	↓↓K+GKK↓K
Low Sweep	↖↖P+K
Goddess Seer	→P+K





THROWS	
Leg Hugging Throw	P+G
Head Scissors	←↗↓↖→ P+K
Body Scissors	←→K+G
(CROUCH) Leg Hugging Throw	↓P+G

DOWN ATTACKS	
Knock Turn Ground	↖P
Sexy Nail	↑P
Flying Hip Press	↑K



Slaggy Nagi is one of the office favourites, for obvious reasons.



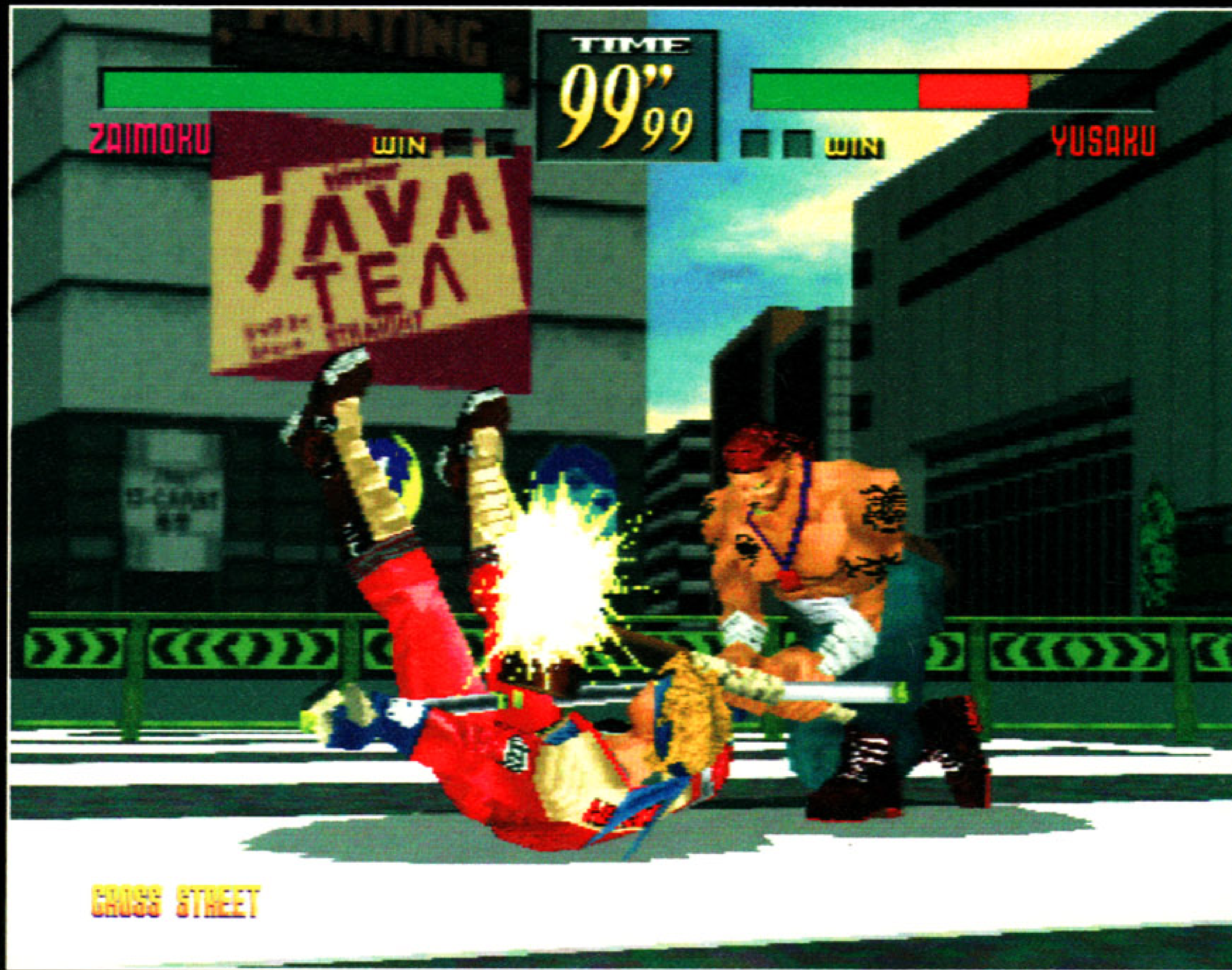


Game Alias: **ZAIMOKU**
Name: **Zaimoku Saburou**
Weapon: **Hammer**
Age: **26**
Height: **183 cm**
Weight: **102 Kg**
Gang: **Katsushika Dumpsters (Ex-Military Team)**
Stage: **Nightmare Island**

Like fellow combatants Yusaku and Joe, the mighty Zaimoku was once a member of the Soul Crew posse, but left in disgust following the turmoil of their breakup. He has since returned to his father's construction company and matured considerably since his wild days in the Soul Crew. As such, Zaimoku wants no part of the mysterious Red Rum's tournament. However, fellow workers at the worksite have gotten themselves caught up in it, so in the interest of self-preservation, Zaimoku has formed the Katsushika Dumpsters.

Swinging his hammer around with deceptive deftness, Zaimoku is fighting purely to preserve the safety of himself and that of his young co-workers, having no interest in the struggle for power in Tokyo. Using a fighting style devised by himself, he specialises in using his considerable power in devastating throws and body slams which send opponents reeling in shock.





BASIC ATTACKS	
Punch	P
Punch & Kick	PK
Double Punch	PP
Triple Punch	PPP
Smash Hammer	⇗P
Rave Hammer	⇗PP
Low Swing Punch	⇗⇩⇘P
Crouch Punch	⇩P
Swing Uppercut	⇩⇨P
Uppercut	⇘P
Lifting Uppercut	⇘⇘P
Double Spinning Punch	⇦⇗⇩⇘⇨P
Knuckle Punch	⇦P
Side Hammer	⇦⇨P
Rock Crasher	⇨P
Stick Thrust	⇨PP
Knock Down Punch	⇨⇘⇩P
Volcano Attack	⇨⇨ P
Hi Kick	K
Low Kick	⇩K
Middle Kick	⇘K
Kenka Kick	⇨⇨ K
Neel Kick	⇦⇘K+G
Up Punch	P+K
Up and Down Punch	P+K P+K
Round Hammer	⇘P+K
Head Attack	⇦⇨P+K
Punch Reversal	⇦⇨G
Punch Reversal	⇦⇘G
Kick Reversal	⇨⇗G
Kick Reversal	⇨⇦G

THROWS	
Strangle Throw	P+G
Crane Throw	⇩⇩P+K
Bull Punch	⇦⇨⇨P+K
Dr.Bomb	⇨⇘⇩⇗⇦P+K
Brain Buster Special (Wall)	⇨⇘⇩⇗⇦P+K
(CROUCH) Strangle Throw	⇩P+G

DOWN ATTACKS	
Head Crasher	⇘P
Hip Press	⇧P



Zaimoku is very similar in appearance and style to VF's Jeffry.









As one of Last Bronx's heavy hitters, Zaimoku is very sluggish on his feet. However, what he lacks in agility he makes up for in power, with some crushing body slams and weapon-based attacks.





FIVE GO MAD IN MOEBIUS!

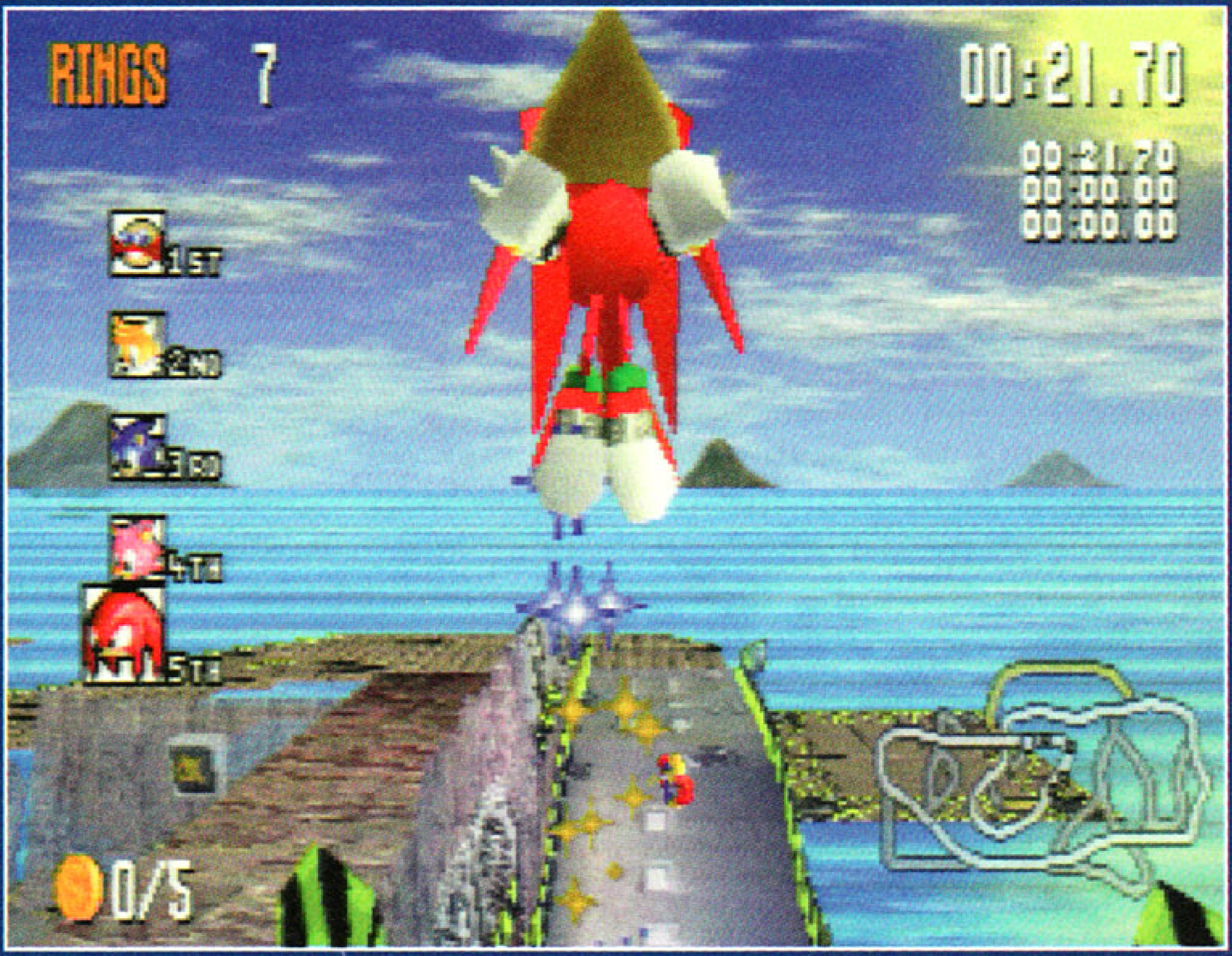


New characters, new track! Amy's little car is easy to drive, but quite slow.





Knuckles shoots into the air when he races over a ramp. This cool picture is thanks to the action replay feature which is now present in the game, and it really shows how versatile the Sonic R engine is.



New things! Just four weeks after being collectively stunned by a three track preview of Sonic R, we were amazed to receive a new version featuring all of the playable characters, and yet another new course! Hedgehog lover GARY CUTLACK takes an exclusive look at the new features...

Just take a look at the pictures spread over these six pages - incredible aren't they? It's a huge shame that the Saturn has had such a hard time recently, because games of this quality are very few and far between, and surely most PlayStation and N64 owners would love the chance to play a game of this quality, but they can't. Which is quite amusing! Let's enjoy the fact that we have a stunning game exclusively on the Saturn, and take a look at the latest version of Sonic R...



Even up close, there's no glitching on the scenery.

NEW TRACK: THE RUINS

The new track is the best yet. Taking place in a surreal Egyptian setting, the team race through colourful temples and over derelict pyramids, up steps and through alleyways, while admiring some incredibly colourful scenery and intense backgrounds as they whizz past. It's also one of the most complicated to negotiate - there are separate archways players need to jump onto to collect rings and the all-important Chaos Emeralds, and some spectacular ramps and statues to really push the graphics to the max. Once again the game engine has proved itself - it's the same thing we always say when looking at games of this quality, but you really have to see this level moving to appreciate how luscious and smooth the graphics are. Even at this early >>





There's now a map in the corner of the screen. It shows all the extra tunnels...



...but the sneaky shortcuts on each track have to be discovered as you play.





There are now five gold coins on each track - find them for an extra-tough challenge.



The new Ruins track in motion. The ace statues of Knuckles help to make this the best track we've seen... so far.







Here's some news - Sonic R is one of the games currently being prepped for our next Sega Flash cover CD!

>> stage everything has such a solid look, and thanks to the incredible fading-in effect, the levels all seem so... real. The five racers themselves are now complete as well, which gives us something else to look at...

NEW CHARACTERS ARE PLAYABLE!

Hooray! Not only do Tails, Amy, Robotnik and Knuckles all look really cool with some fantastic 3D design, but each of the new racers really does bring something extra to the game as well. Amy's cool car has no problem negotiating the water sections (it turns into a boat!), but she seems to be the slowest of the lot, so it's essential to take the shortest route and make the most of her special skills. Those of you who have been following our Sonic R coverage will know about the rest - Tails can fly for a short time, Knuckles glides over huge distances, Robotnik chucks bombs at the other racers, and new to this version, Sonic has a double jump for leaping extra high!



THE HUGE TRACKS

You're wondering how the graphics compare to the impressive SonicWorld section of Sonic Jam, right? Well they're better - more colourful, even smoother, and with some outstanding level design, this early version easily eclipses SonicWorld. The usual Saturn problem of slightly wobbly, low resolution textures has been destroyed, with every single one of Sonic R's tracks featuring incredibly seamless and colourful 3D graphics. No arguments, Sonic R is the best looking Saturn game we've EVER seen! As for the design of the tracks, it's initially quite confusing due to the huge number of possible routes that can be taken, but after a few plays it soon becomes clear that finding the fastest way around a track is the best part of the game! The City track is massive and particularly tough to negotiate, with some huge flyovers making some sections look like a surreal multi-story car park - but don't worry about getting too lost, as there are usually a few signposts and arrows in the road surface to help lost and confused racers get





The other characters don't lose any detail or resolution as they run off into the distance either. Spectacular.



Robotnik's hovering skills should help him climb the steps on the Ruins track, but will Amy's car make it?



Tails approaches a flooded section of the City circuit, a double press of the jump button flies him across.



This cool in-your-face shot of Knuckles shows just how much detail has gone into these new racers. Travellers Tales aren't finished yet either...



(Below) Just how cute does Amy look when she's driving her little red car?



back into the action. Plus, Travellers Tales have added a map to the corner of the screen, allowing you some idea of where you are in the vast course.



THE GAMEPLAY SURFACES...

Far from being just a beat-the-clock race game, Sonic R contains more than a few influences from the original Sonic games on the Megadrive, and this makes for an incredible game! Races can be run through as quickly as possible for a speedy victory, but that's the easy part. More experienced racers can take a tougher route through the course collecting all of the five gold coins placed around each track, and flashy expert racers can take on the nightmare task of collecting the five special coins AND the hidden Chaos Emerald, while still managing to win the race! Did you notice that I mentioned gold coins? Yup, each track contains five of them, each one placed away from the usual racing line, to make the task even tougher, but it's not essential to collect them. Unless you want to play the game properly! There are a few on the Ruins and City track that are massively difficult to find... now there's a challenge for you.



An incredible view of the Ruins course. Amy could drive off to the right and take a short-cut across the water, thanks to her car's folding wheels and propeller!

FIVE'S ADVENTURE IN RACE GAME!

There's a new Famous Five for the nineties - Sonic, Knuckles, Amy, Robotnik and Tails. This latest version allows players to race as any of the five cool Sonic characters, each with their own special skills and moves, and each having a huge effect on how the game is played. Knuckles can glide over huge distances, which allows him to avoid some of the trickier parts of the courses! The three running characters can use the classic Spin-dash move (hold Down and keep pressing any button) to build up speed before the start and blast off into a sneaky early lead! We've seen enough of Sonic in the last few months, so check out the sides of the pages for more detailed information on the four new racers...







INSPECT THE GADGETS

At the moment, there's still just the three power-ups available - the water shield that stops Sonic, Knuckles and Tails from sinking when they run over water sections, the power sneakers which turbo-charge the racers for a short time, and the fire shield that attracts rings to the wearer, making it a doddle to harvest every ring along the way while players >>





The map in the corner of the screen shows how complicated these new tracks are. The special ring-accessed short-cut sections are shown in yellow.

AMY

Driving her groovy red car, Amy is definitely the coolest racer in Sonic R. When her car crosses some water the wheels fold up, and a propeller pops out of the back to churn up the water, turning the cool little car into a cool little speed-boat! Pressing the A button makes her wheelie the car onto it's back wheels - essential for climbing rough terrain and making some sneaky turbo starts. Amy accelerates quickly but has a lamentable top speed - definitely the character for beginners.





ROBOTNIK

Robotnik's hover-car easily makes him the most controllable member of the gang - shame he's so damn slow! He does have a trick up his sleeve though, as pressing the A button shoots bombs out at his opposition - typically nasty Robotnik tactics. Because he hovers around the tracks, Robotnik has no problems with water and rough terrain, which gives him some intriguing possibilities when it comes to taking short-cuts...





TAILS

Anyone who's familiar with the Sonic games will know Tails' special tactic - he can fly! Pressing jump and then jump again, he spins his two tails and helicopters his way over obstacles and tricky sections of the track, making him a great choice if you want to cheat! By pressing Down on the pad, Tails can employ the same trick as Sonic and Knuckles, and roll himself into a ball to gain extra speed by rolling down steep hills!





KNUCKLES

Another character with flying skills, Knuckles can leap off high ramps and glide back down to earth, which as you can guess is ideal for bypassing treacherous sections of track. Just like Tails and Sonic, Knuckles sinks when he falls into the water, which slows him down a fair bit, so his gliding skills come in dead handy for avoiding the water. They also give us some great aerial views of the stunning scenery!







Believe us, these graphics ARE better than those we saw in SonicWorld. The gameplay is progressing very nicely as well...



Expert racers need to collect the five special coins AND the Chaos Emerald on each track, while still managing to win the race!

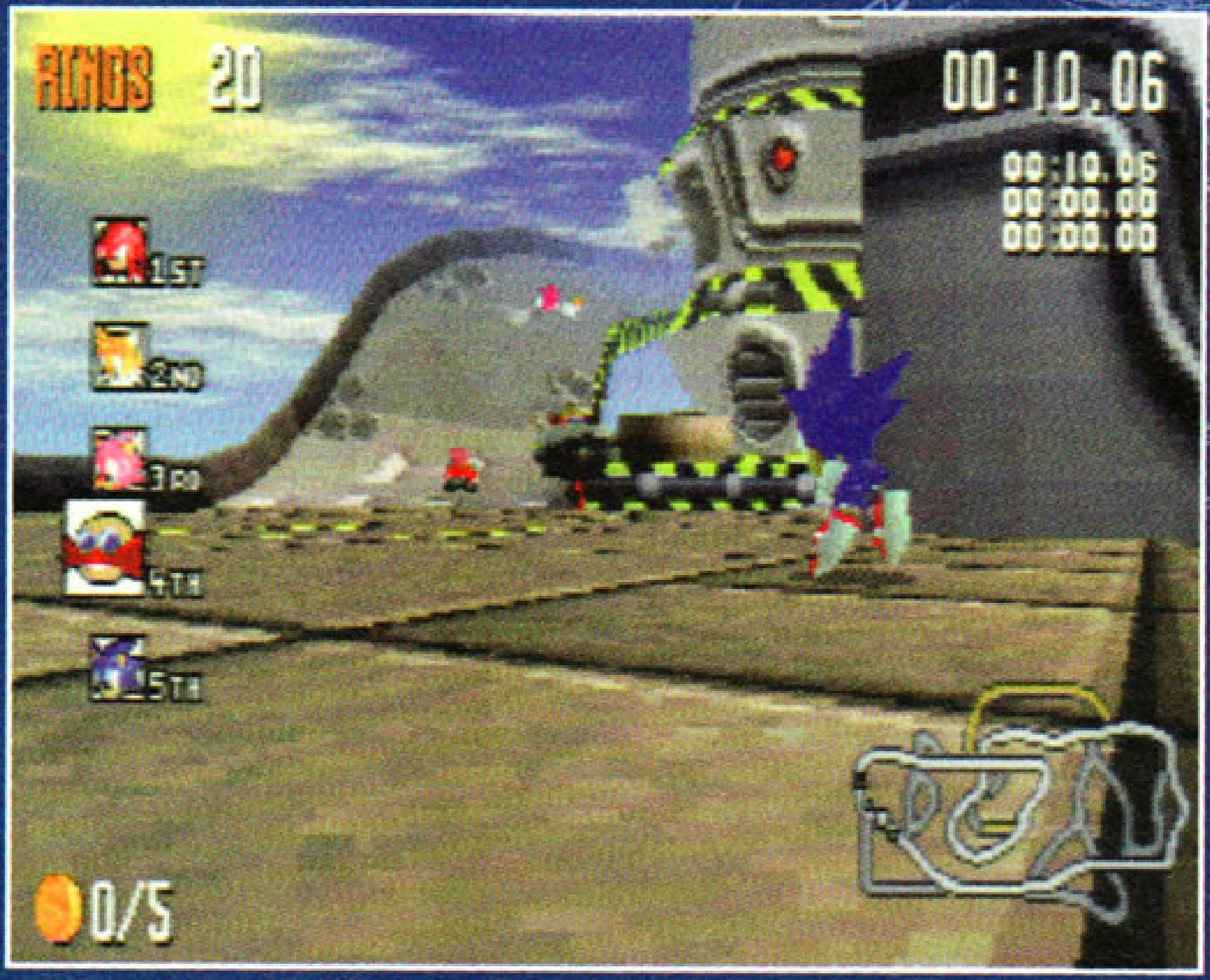


concentrate on the race - but don't fall in the water if you want to keep the fire shield. Interestingly enough, Robotnik and Amy don't have any power-ups or shields available in this version, which makes us wonder if Sonic Team and Travellers Tales have anything special planned for the two vehicle-driving racers... Most courses have at least one special power-up section built into the track surface that gives the racer a massive boost in speed when they run over it, but this turbo-charge is only given in exchange for a few of those valuable rings - the more rings you have, the further you get blasted down the track!

WHAT'S LEFT TO BE DONE?

It seems that the graphic engine created for Sonic R is so good, that Travellers Tales can build the courses and get them running beautifully with no problems at all. We're still waiting to see the mythical Chaos track (rumoured to feature some stunning translucent scenery), and the only other things missing from this version are the more picky and awkward things to code - the two-player mode only works on the first course at the moment, some of the power-ups don't have any effect on the racers, and the action replay is a bit temperamental. Still, considering how fast the development has gone so far, we're sure that Travellers Tales could sort these problems out in a couple of hours!

We all know how great Sega Rally is - now imagine a game just as smooth, only with more colourful graphics, more tracks, more racers and the chance to run off the track to take sneaky short-cuts and explore the landscape! Barring some kind of freak catastrophe happening in the next month or so, it looks like Sonic R will be THE game to put on your Christmas list this year. Stay tuned readers - this one's gonna be huge! Review next month.



(Above) Just look at all of the routes the five racers can take on this track.





Knuckles takes to the air and glides after the other racers, while Amy has a few problems getting her special-needs electric car up the stairs!



A stunning view back along the track, as Tails flies past Robotnik and into second place. You can see back to poor Amy, who's in last place as usual.

CRACK TRACKS BY RICHARD JACQUES!

Sega Europe's crack musician Richard Jacques is the man responsible for the excellent music and effects that feature in Sonic R, so we thought we'd interrupt his Rock 'n' Roll lifestyle to ask him a few questions about the tunes in the game.

SSM When did your involvement with this project begin?
RJ I visited Sega Japan in March this year, and had a meeting with Yuji Naka and the Sonic Team. We discussed the project and talked about some ideas for the music. I started working on the project in May, when Naka-san asked me to create a song as a theme tune to be used in the E3 version of Sonic R. I created a song called "Super Sonic Racing" which was used in the E3 demo.

SSM So, was it Mr Naka's idea to have a fully vocalised soundtrack?
RJ Yes it was. After I had created the song for E3, he listened to it and told me that he really liked it, and asked if all of the music tracks from the game could have vocals.

SSM This sounds like hard work
RJ Indeed. It was probably the hardest project I have worked on. I wanted to create a soundtrack that really works with the game, and also one that worked as a music CD in its own right. I wanted to make sure the lyrics made sense, even if someone has never played the game.




Richard gets paid for sitting in a dark room and twiddling knobs with attractive girls. Sigh.



"...and I had to open my mouth as wide as possible." TJ Davis gives us all a singing lesson.

SSM Do you think you achieved this aim?
RJ Basically yes. With a couple of exceptions the songs stand up in their own right, and they all go with the game really well.

SSM Who is the singer on the soundtrack?
RJ The singer is called name is TJ Davis. She has an incredibly powerful voice, and the style of her voice is perfect for this project, which is why I chose her. She has worked with many well known artists such as D-Ream, Gary Numan, Lisa Stansfield, Shiva, ABC and many others. She was very enthusiastic about the project, and I'm delighted with the result. She was very easy to work with, and I think people will agree that she has a superb voice.

SSM Who wrote the 'interesting' uplifting lyrics that feature on the tracks?
RJ I'm afraid that I'm responsible! I've prepared slightly remixed instrumental versions of each song as well though, so the player can choose and turn off the vocals if they prefer. The default setting will be with vocals. I hope it will be fun for the player to hear the songs for a few times, then they can choose after that.

SSM Was all the music recorded in Sega Europe's offices?
RJ Not entirely. I wrote the tracks and did the programming at Sega Digital Studio, then in the second half of August we went to Metropolis Studios in London for 2 weeks, which is an amazing studio, and it's where many top artists record their tunes. We recorded the vocals in seven days, then spent another seven days mixing and producing the tracks.

SSM And how much is left to do?
RJ The music is finished, and now I'm just working on the sound effects for the game.

SSM Do Sega have any plans to release this soundtrack?
RJ Yes indeed. Right now we are talking to record companies, and looking into the possibility of having some remixes produced.

SSM Have you been working on anything else this year?
RJ Yes, I have worked on WWS'98, helping with the commentary, and I have provided some European style music tracks for the game. I've also produced one track for Saturn Touring Car.

SSM What will you be doing after this project is finished?
RJ Having a well deserved holiday, then building a new studio here at Sega Europe.

SSM We've all been taking our shirts off and dancing on the tables in the office... thanks Rich, enjoy your hols!



Richard even wrote a few tunes for WWS'98, and did a 'mystery' remix for Saturn Touring Car...

BY	SEGA
PRICE	£TBA
STYLE	FOOTY SIM
PLAYERS	1-2
HARDWARE	N/A
RELEASE	TBA

Worldwide Soccer '98

I know what you're thinking. Another soccer game hastily cobbled together to cash-in on the euphoria surrounding the kick-off of the '98 football season. WRONG. This is Sega Worldwide Soccer '98, contender for best footy game ever!

Football, they say, is a funny old game. Yeah right. Try telling that to Moldova, whom at the time of writing have just got their collective arses kicked all over Wembley. And what about poor Alan Shearer hobbling around on crutches, do you think he's laughing? Or Bruce Grobbelaar and Hans Segers, battling to overcome match-rigging allegations, do you think they consider football to be funny? Exactly, it's not funny at all. In fact, it's deadly serious. As are we when we point out that for serious football fans, there's only one footy game you need in your collection - Sega Worldwide Soccer '98. Allow me to explain.

Last year's Worldwide Soccer '97 came in for a bit of stick upon its release, despite being the most rampantly playable football game ever. Lack of Premiership team and player listings, ridiculous goalkeeper AI and repetitive commentary were enough to send droves of Saturn owners into the arms of FIFA '97, despite our heartfelt pleas to the contrary. The sequel arrives with the promise of rectifying these shortcomings, but the question remains, does it deliver? Well, the answer is yes and no.





▲ Two new stadia are in SWWS '98...



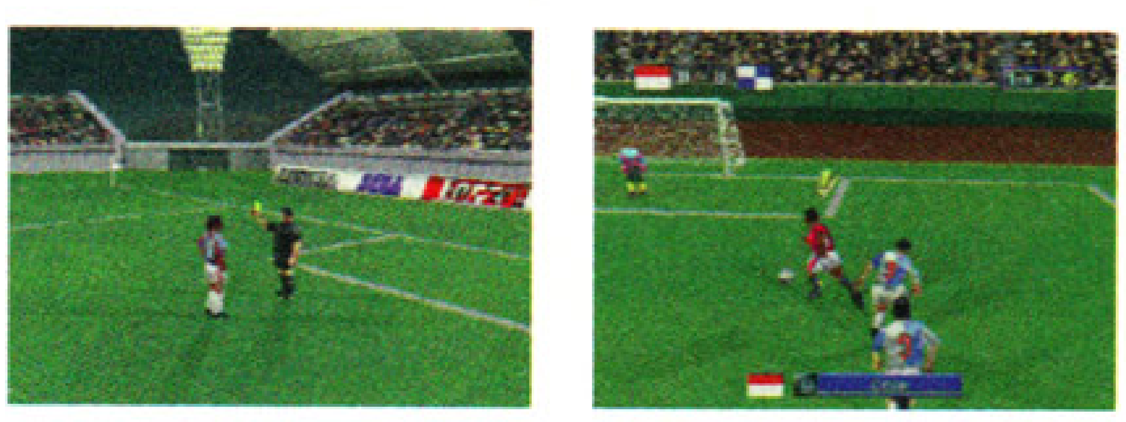
▲ The super-smooth 3D action of SWWS '98 is ace!







▲ One of the coolest features of SWWS '98 is the excellent replay feature, allowing players to view a goal from a multitude of differing camera angles and ridicule their opponents.



▲ The graphics on this game are just untouchable.





▲ You still get all the old fictional names from SWWS '97 in national sides. Spot the old SSM crew in there!

◀ "Shearaaahh!" - as we like to call him.



Certainly the same attributes which contributed to the success of last year's game are present in the sequel. The most striking of these being the awesome graphics, which though almost identical to the '97 edition, albeit with a few minor tweaks, remain unchallenged by its competitors. Each of the players for example, exhibit a painstaking amount of detail, but it's when you see them in action that you truly appreciate how cool this game is. The player animation is incredible, with every flick, jump and tackle looking incredibly realistic, as opposed to the sad, jaundice-suffering players featured in similar titles.

[Faster, tighter gameplay makes this a joy to play! Worldwide's back, better than ever! Great stuff...]

Besides being the most visually pleasing soccer game available, SWWS '98 is a damn sight more playable too. The game logic is superb, with players >>





THIS YEAR'S CONTENDERS

Such is the vast popularity of football sims, that every other month or so the SSM office is adorned with another invariably crap football offering, which is somewhat confusing for your average Johnny Gamer. So here's a look at this year's contenders for your hard-earned cash.

ACTUA SOCCER: CLUB EDITION

Basically Euro '96 with Premiership teams, Gremlin have done little to improve over their mediocre European Championship cash-in. A few new gameplay options are present, but the untidy graphics, sluggish frame rate and restrictive controls remain the same. Like EA, Gremlin are about to unleash an updated '98 version of the game, in the form of Actua Soccer 2, although just when it will reach the Saturn remains a mystery.

OVERALL 70%







FIFA '97

After the debacle of FIFA '96, we were beginning to think EA's established series had run its course. And we were right, as FIFA '97 ably demonstrates. Yeah, it's got the Premiership teams, "virtual stadiums" and even John Motson, but the game logic leaves a lot to be desired, as does the jerky frame rate, the dodgy player animation and the snail-paced action. EA are predicting a return to form with their '98 edition, but didn't they say that last time?

OVERALL 68%



SEGA WORLDWIDE SOCCER '98

By far and away the best football game ever. We find it difficult to find fault with Sega's latest offering, comprehensively out-quaffing all the opposition. The silky-smooth frame rate, excellent player animation, decent artificial intelligence, excellent commentary by Gary Bloom and Jack Charlton and all the official Premiership nonsense culminate in a explosive footy package. Buy ten copies (if you don't own the '97 edition).

OVERALL 94%




▲ The animation on Worldwide remains untouchable.

▼ That's SSM's Nick. No really, it is.







HOW CLOSE TO THE PREMIERSHIP?

The big news in Sega Worldwide Soccer '98 is undoubtedly the inclusion of Premiership teams. So how close to reality have Sega got? The good news (actually the great news) is that the teams do seem to be close to the real deal in terms of tactics, strengths and weaknesses. It's also the closest game visually. However, SWWS '98 isn't perfect. Some of the player colours are wrong (Schmichael's hair is brown, Beckham's is black just for starters... oh and that's a great wig Frank LeBoeuf is sporting) and the numbers on the shirts are also fraught with error. It's a shame that Sega didn't get this completely right - in fact, considering it's such a major selling point it does seem to us to be... well, lazy. What is also a bit irritating is that unlike FIFA, the International teams still have the oddball players including Sega personnel and even circa-1996 SSM journalists...





>> moving and reacting realistically to each others' movements, adapting to the infinitely variable situation as you might expect from a proper game of the popular grass sport. Just like their real-life counterparts, players are prone to the odd goal-mouth scramble, violent tackles and outlandish goals, adding to the spontaneity and realism of the game.

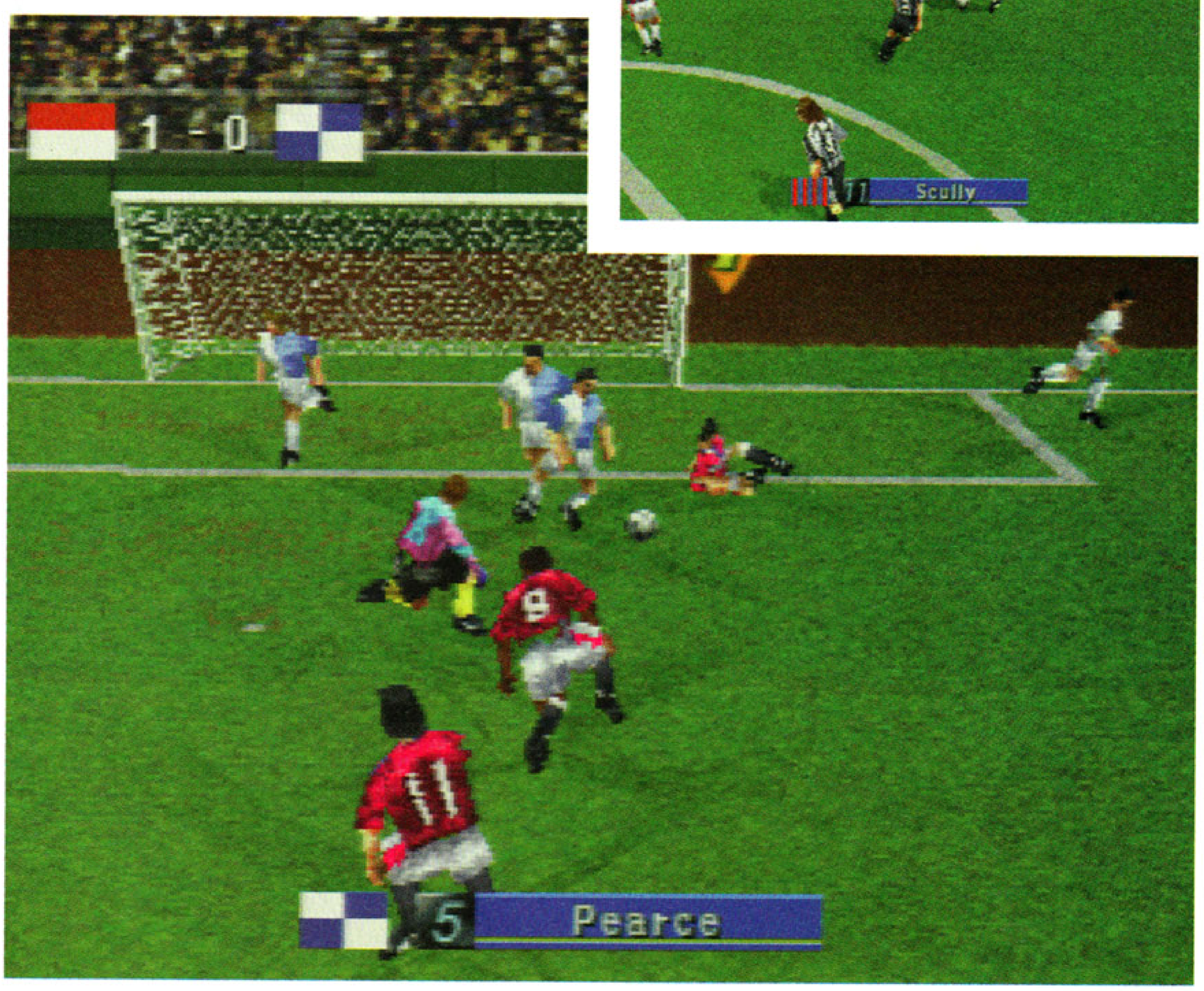
Sounds pretty much like last year's game doesn't it? So what's new for '98? Well, it's clear that Sega have made a serious attempt to redress the criticisms levelled at the '97 edition, with fairly mixed results. For starters, SWWS '98 boasts the most up-to-date Premiership team and player listings of a football game this year, making the likes of FIFA '97 and Actua Soccer largely obsolete. This gives the game a real sense of authenticity which was sadly lacking in last year's rendition, heightened further by the programmers meticulous attention to detail. Rather than just carrying the real player names, Sega have attempted to represent each of the players correctly in terms of hair and skin colour, further adding to the realism of the proceedings. So as you'd expect, Les Ferdinand is black, Alan Shearer is white and even Vialli is bald! There is the occasional slip-up however, I don't ever recall Peter Schmichael having brown hair, but the overall impression is very realistic indeed.

In fact, realism is a theme which is rife in SWWS '98, with Sega reenlisting the services of Football Italia's Gary Bloom to provide the commentary for the sequel, in addition to unintentionally hilarious guest comments from Jack Charlton. In all, about three times as much commentary has been recorded in an attempt to tackle the repetition problems encountered in last year's game. To an extent this works, but we came away a tad disappointed with the new commentary. Considering all the Premiership teams and player names have been incorporated into SWWS '98, we would have expected the com-




▲ Most of the Premiership players look the part.









▲ Take a look at the accompanying close-up shot and the painstaking level of detail the crack programming team have incorporated onto each of the players becomes apparent. Even more remarkable is seeing them in motion, with the player animation being incredibly realistic, unlike certain other footy titles which boast claims of "revolutionary motion capture techniques". Yeah right.



mentary to make specific references to them. But instead of hearing "and Shearer breaks through Man United's defence...", we were horrified to hear "and he breaks through the opposition's defence..." and other such general statements. We presume this is to prevent the slow CD loading times more specific commentary would necessitate, but is a shame nevertheless.

[If you lack a soccer game, **Worldwide '98 rules!** But is this **enough of leap** over the '97 edition?]

So what about the goalkeeper AI, do they still let in outlandishly ridiculous shots? Surely Sega have sorted that one out. Well, not really. Whilst an attempt has been made to rework the 'keeper AI, we soon discovered that the same cheesy techniques which guaranteed a goal in the prequel, work just as well in this year's '98 edition.

Whilst this makes for more exciting high-scoring matches, it's doubtless something which will irritate those dissatisfied with the keeper AI of SWWS '97.

Overall though, we came away very impressed with Sega Worldwide Soccer '98. The allure of all the official Premiership stuff, combined with unrivalled gameplay should prove too much for most footy fans to resist. However, I would like to voice one small concern, which is that despite the welcome additions Sega have included, there's little to justify purchasing this game if you already own the '97 edition. Sure, it has all the current Premiership sides and players, but at the end of the day, it plays virtually identically to the prequel.

LEE NUTTER







▲ Worldwide '98 is clearly the football simulation of choice for Saturn owners. It's a monumental achievement.

GRAPHICS	Realistic players, a super-smooth frame rate, excellent player animation and cool virtual stadiums, SWWS '98 is just ace!	93%
SOUND	Excellent non-repetitious commentary courtesy of Gary Bloom and Jack Charlton, some awesome roaring crowd samples.	92%
PLAYABILITY	SWWS '98 has remarkably intuitive controls, loads of moves to master and decent enough artificial intelligence.	95%
LASTABILITY	All the Premiership and international sides are present, plus a comprehensive range of options and an uncanny addictiveness.	94%
OVERALL	Worldwide remains as brilliant as ever it was and the Premiership teams are cool. The only criticism we have with it is that it's not different enough to warrant purchase if you own the '97 edition.	**94%**



BY	ELECTRONIC ARTS
PRICE	£TBA
STYLE	AMERICAN FOOTBALL
PLAYERS	1-4
HARDWARE	MULTI-TAP
RELEASE	OCTOBER

John Madden Football '98

It was over five years ago that the first John Madden game appeared on the Megadrive, followed by the ace sequel Madden '92. Which was followed by the ace sequel Madden '93. Which was followed by the ace sequel Madden '94. See the pattern?

The last Madden game I played was Madden '92 about five years ago, and it was very easy to get into this '98 update - the play selection system is the same, many of the plays seemed pretty familiar as well, and after five minutes it was Madden action all the way. But is this a good thing? I mean most of you must have already decided if you like the Madden games by now, so perhaps EA should try to make something that's a bit different?

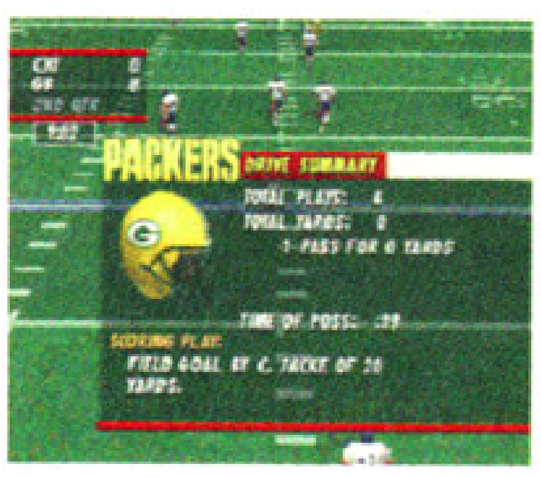
No way! One of the finest ever Megadrive games has been refined and tweaked constantly over the last few years, and the result is an extremely playable game. If you're one of the people that thinks American football is "all stopping and starting" with not very much action, this game should help change your mind - there's a much faster pace of play this time round, and the game benefits a great deal from it, with play selection being a lot quicker and easier than before. The games take a while to load when a match starts, but from then on there's only a tiny bit of disc accessing when you pause the game, and everything moves at a speedy pace.



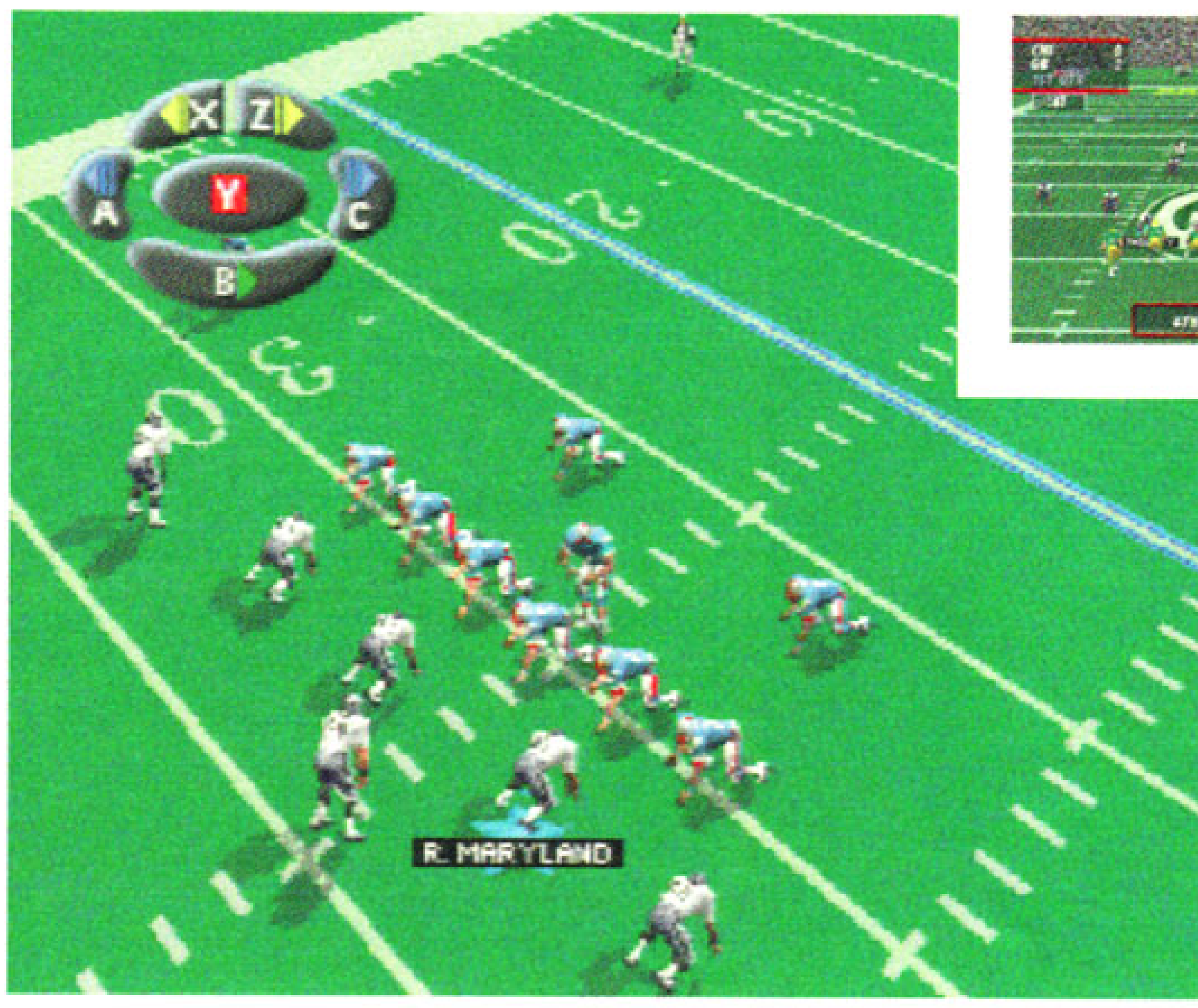
The graphics? Well, they're rather 'functional' to be honest - all this next-generation hype seems to have passed over the heads of the Madden coders, as the players are all represented by 2D sprites, and the animation often leaves a bit to be desired. However, the main point behind any Madden game has always been the way that



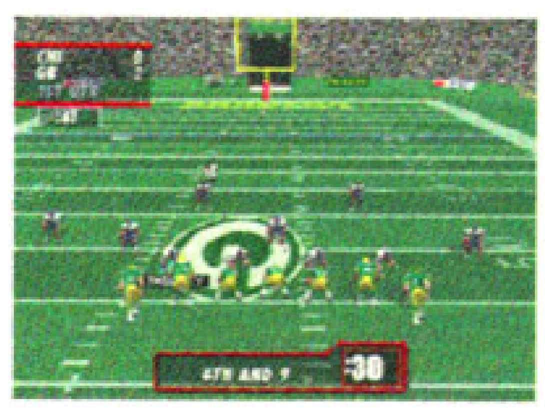
▲ Field goal's show the cool 3D stadium.

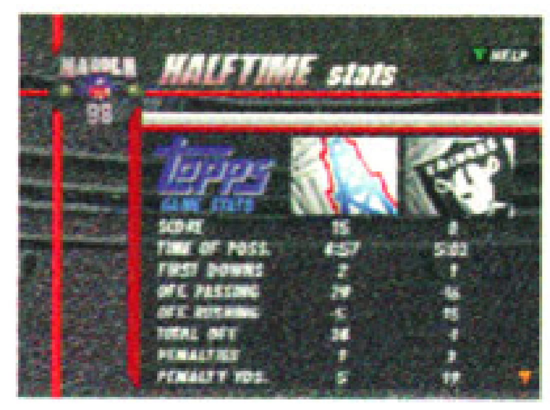


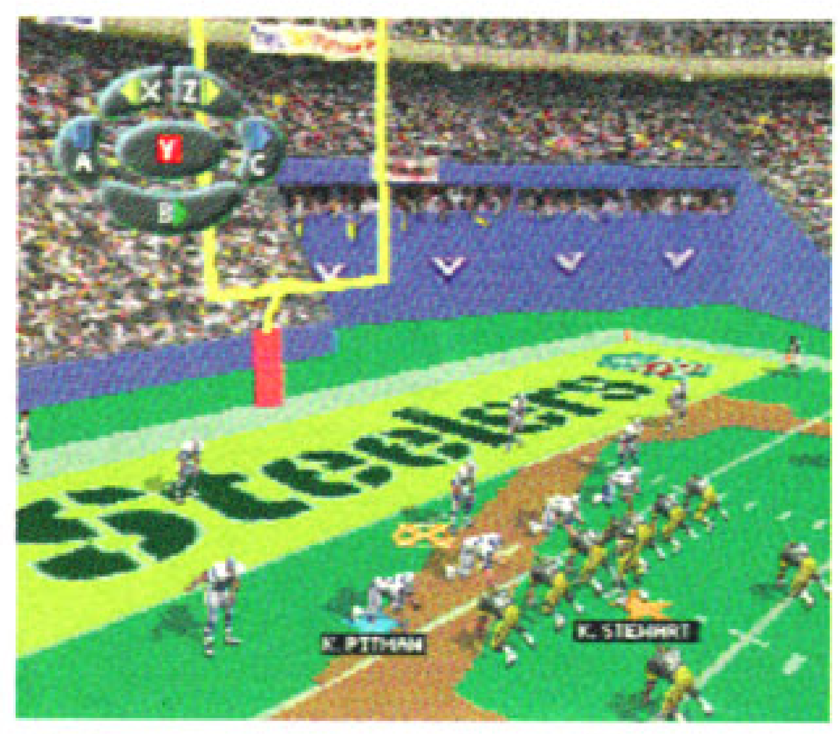




▲ The impressive action replay gives some spectacular views of the action. You can even target specific players, to see how they're playing.



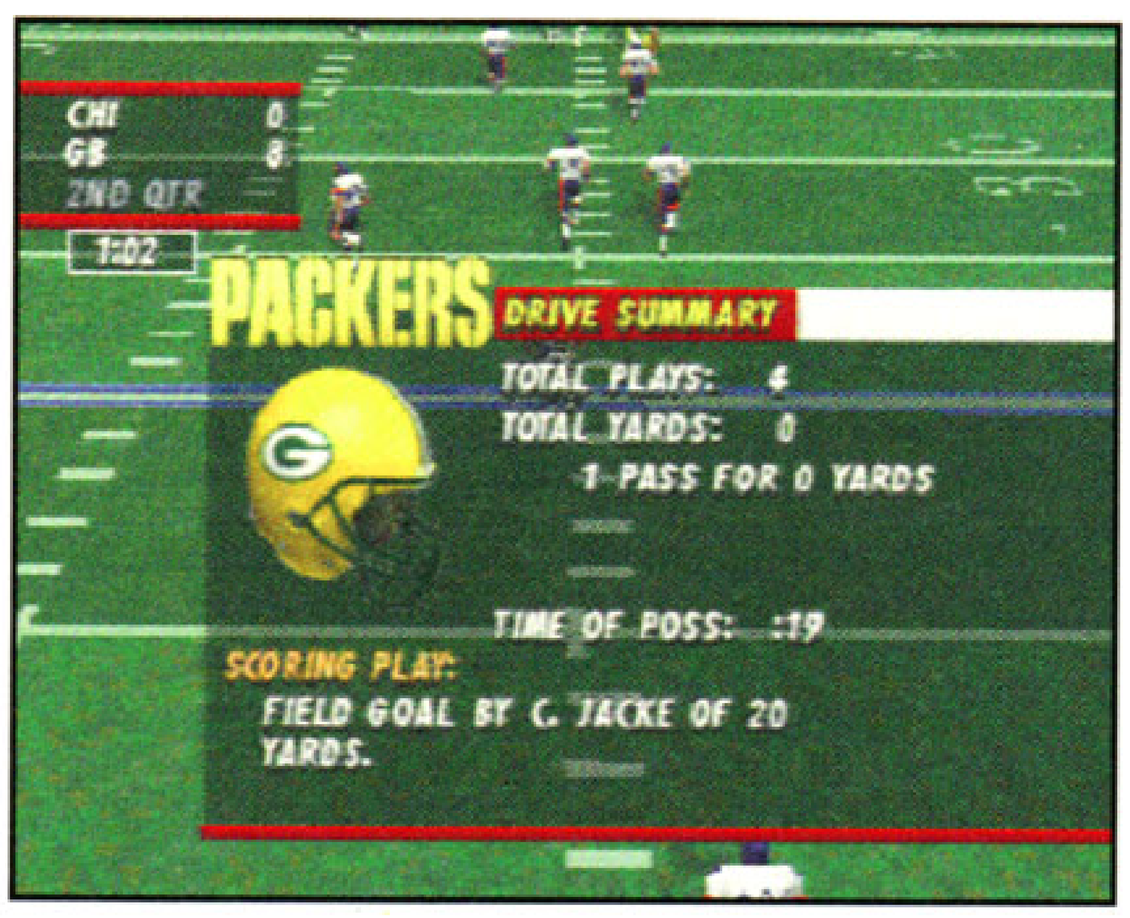




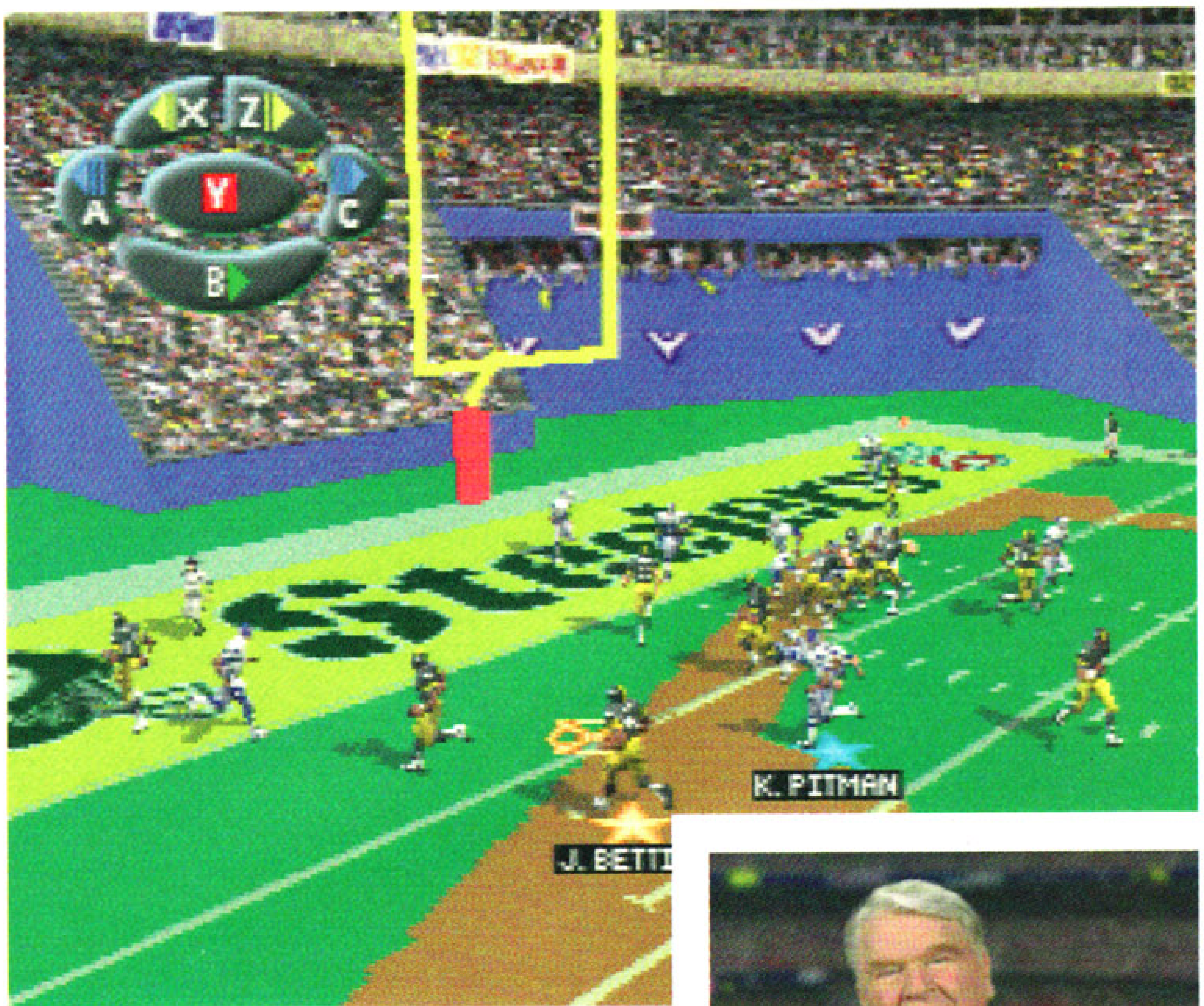
▲ More cool replay action, as the Steelers put pressure on the defence.

THE RULES

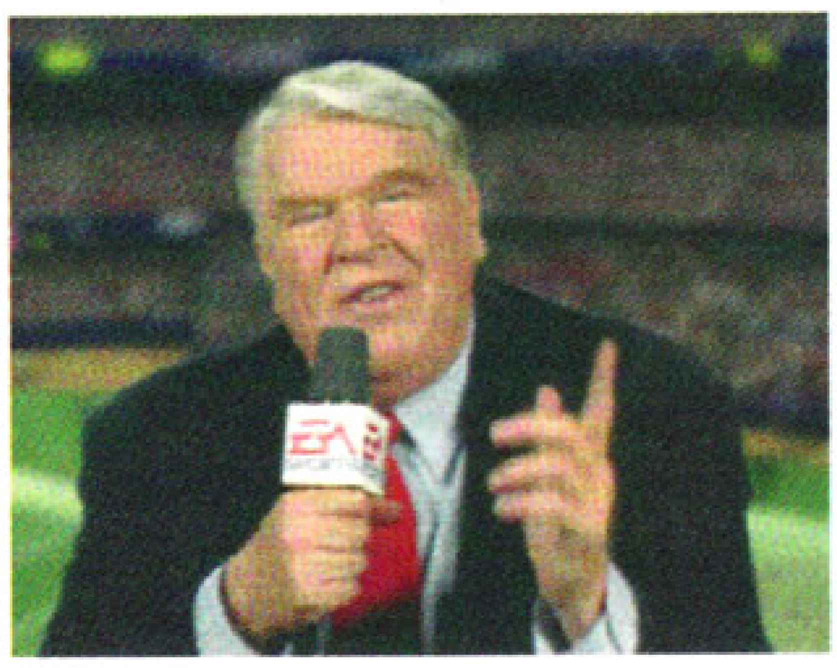
Okay then, here we go - time for the annual explanation of the rules of American football. Two teams have to score touchdowns by moving the ball into the opponents end-zone. They have four attempts (downs) to move ten yards downfield, and if they fail, posession goes to the other team who then start their offensive turn. When a touchdown is scored, six points are awarded, and players can kick the ball for one extra point. It's really quite simple when you get the hang of it... In fact, the game helps you understand all the antics you see on TV.





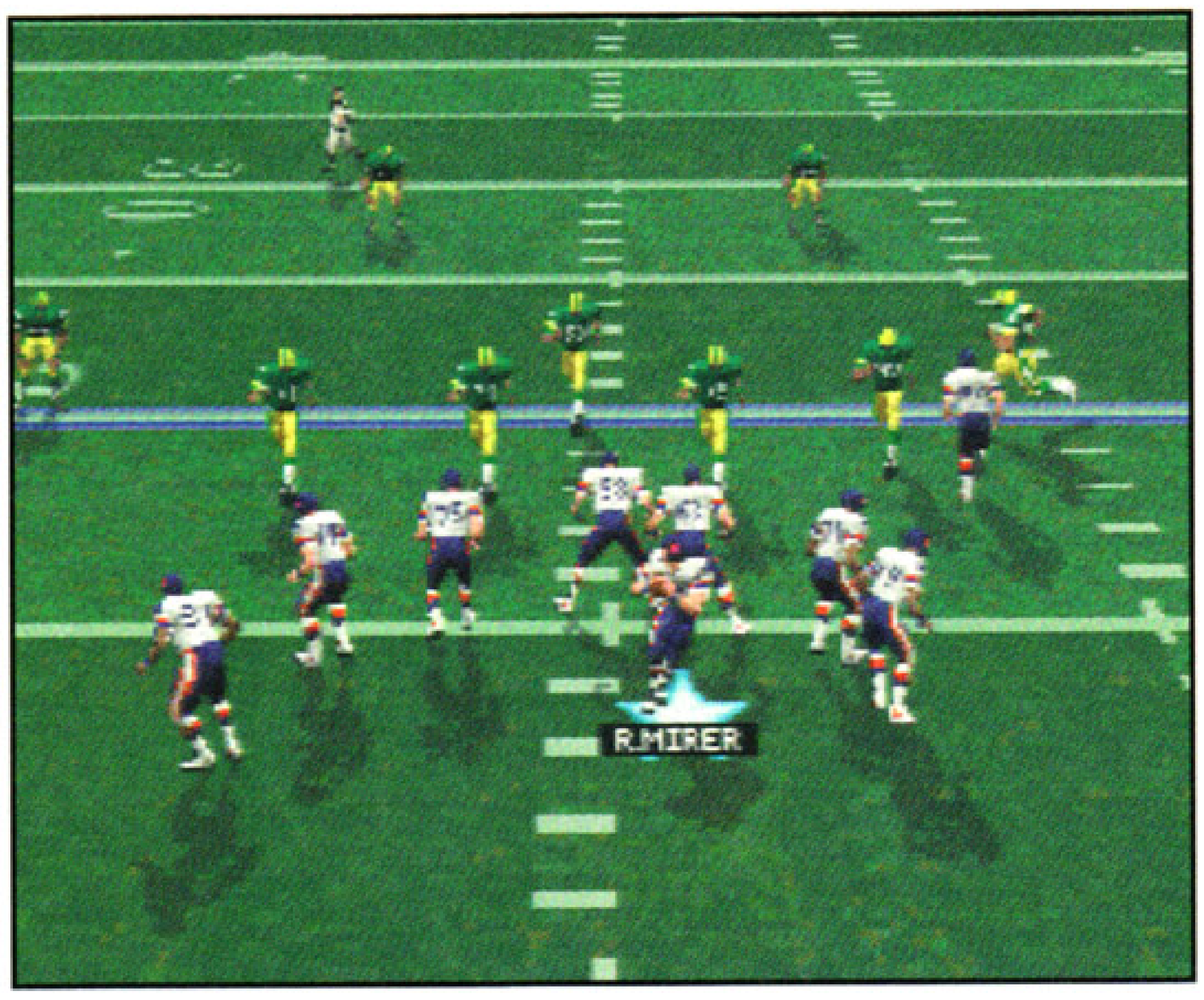


▲ The action replay is a great feature. The view can now be rotated 360 degrees, and zoomed in and out as well. The only problem is that this really shows up the 2D sprites as being a bit dodgy and very blocky when viewed up close - surely a much more impressive and true next-generation polygon-based Madden game must be possible by now?



WHAT'S NEW THIS TIME THEN?

As with all the EA Sports updates, it's rather difficult to spot the new features. The player rotas have been updated with the latest transfers and teams from the current 1997 season, there are some great FMV clips of Madden giving tips and advice, and the Saturn-controlled players play a bit more aggressively in the one-player mode, which makes this the toughest version of Madden yet. The Fantasy Draft option lets you build your own team from scratch, and the Custom Season lets players decide which teams take part in the season. Different enough to appeal to owners of Madden '97? Not really, but they are improvements that fanatical fans might appreciate.

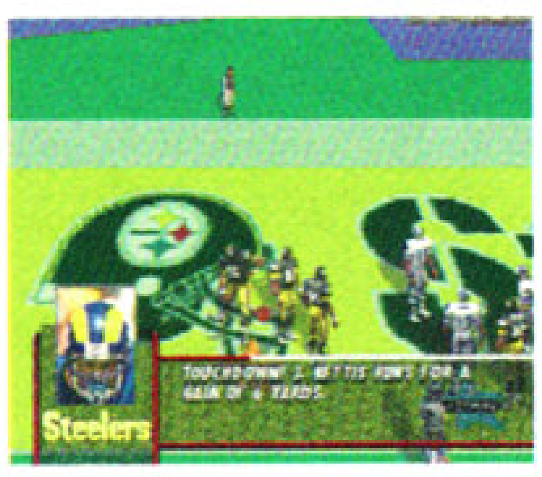


it plays, and these wobbly 2D footballers more than do the job. They can run, spin, dive, jump (to block a throw) or even fall over in a massive heap, which is what happens most of the time. But that's called 'the line of scrimmage' and it's where the game is won or lost, as the big defenders try to break through and flatten the Quarterback before he can release the ball. The computer players are a lot brainier as well this time around - try the same play twice in a row and your player will end up being even more two-dimensional, after the entire defence tramples over him! Makes the game a lot harder, but a well earned victory is much more satisfying, don't you think?

[The Madden series is as impressive as ever and this new 1998 edition is definitely the NFL game of choice! Cool!]

The usual options are all present - the replay and camera angle choices are surprisingly useful, while the substitutions and edit options allow would-be Maddens to exert a huge amount of control over the players fielded. Basically, Madden NFL '98 is the same as all the previous Madden games, but slightly quicker to play, with some slick presentation and bags of options. A great game, but then Madden games usually are...

GARY CUTLACK

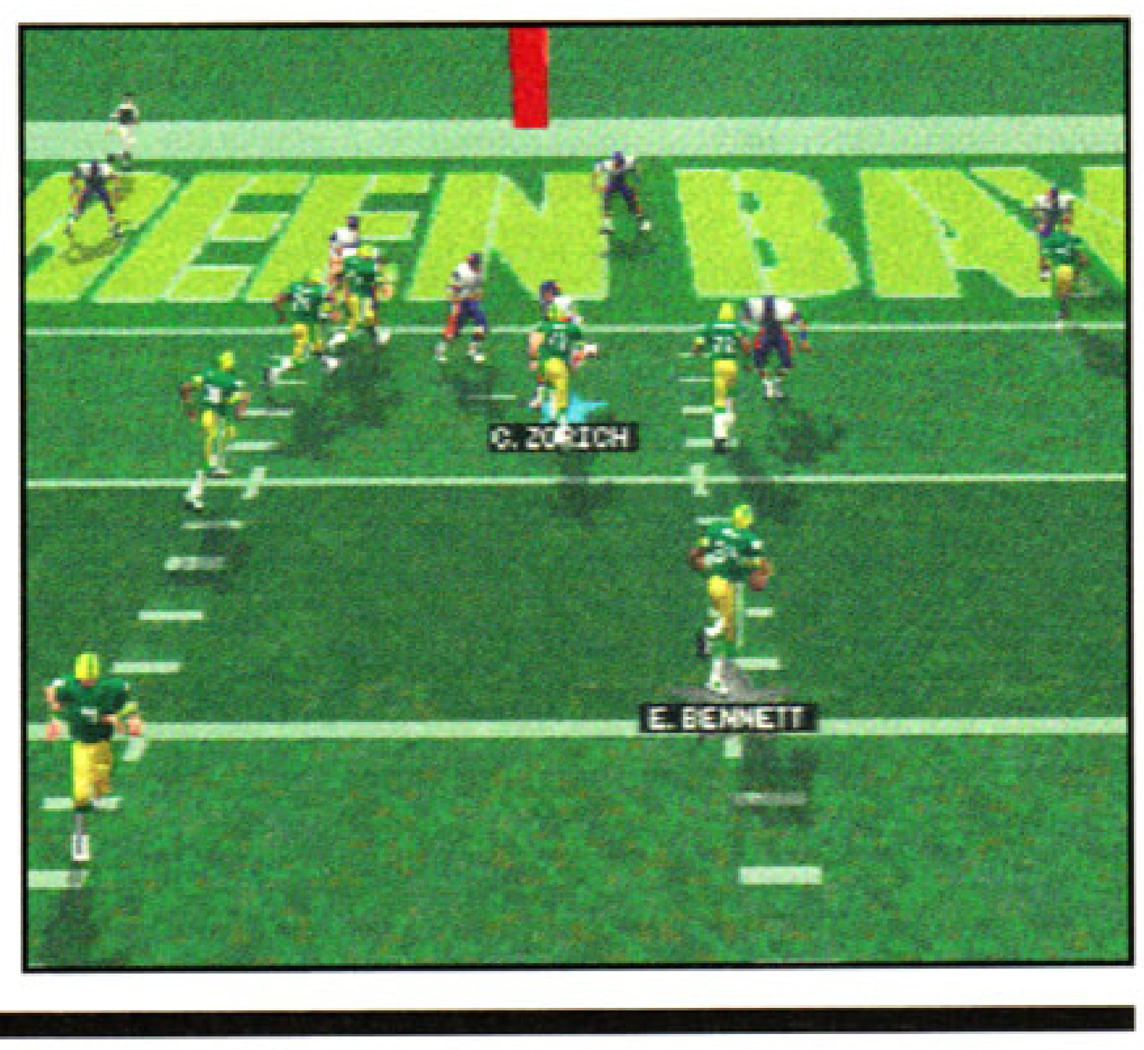






▲ The kickoff returns are one of the best parts of the game - crack players can run the length of the ground for a touchdown!

GRAPHICS	The 2D sprite players are a bit poor, and things get messy on occasion. The 3D stadium and camera angles are cool though.	87%
SOUND	Solid crunches and grunts as the players get it on, and with loads of excellent comments from Mister Madden himself.	92%
PLAYABILITY	Traditionally great Madden gameplay - loads of plays to select, a cool two-player mode and loads of options to wade through.	94%
LASTABILITY	The massive seasons, combined with the limitless two-player mode make Madden NFL '98 a very big game.	93%
OVERALL	Madden NFL '98 is a small improvement over the '97 version. But is it worth buying if you own an earlier version of the game? No, but it is the best buy if you lack a NFL game.	92%



BY	CAPCOM/VIRGIN
PRICE	£TBA
STYLE	2D BEAT 'EM UP
PLAYERS	1-2
HARDWARE	N/A
RELEASE	NOVEMBER

Street Fighter Collection

Here it is: the ultimate Street Fighter collection, bringing together the old and the new in one spectacular, glorious whole! It's Capcom's greatest SF release yet... and that's official.

SEGA SATURN MAGAZINE may yet have to revise Street Fighter Alpha 2's gargantuan 95% rating. Yes, it is one of the best 2D fighting games money can buy. But what if you got an enhanced version of Alpha 2 along with TWO MORE Street Fighting arcade conversions? The world would surely tremble, and indeed it shall when it bears witness to the power of the Street Fighter Collection!

So what do you get for your money? Try arcade perfect translations of THREE Street Fighter classics: Super Street Fighter 2, Super Street Fighter 2 Turbo and Street Fighter Alpha 2 Gold.

Super Street Fighter 2 was the first true sequel to the original SF2. True, Champion Edition and Hyper Fighting had followed but they were merely expansion chips for the original SF2 board. Super was Capcom's first true attempt at a sequel, featuring four new characters (hence its "The New Challengers" subtitle) along with tons more bonuses (such as the First Attack) plus the first real on-screen recognition of combination attacks. Additionally, all art and sound was completely sourced from scratch. Good eh?

Well, almost. Sure, Super Street Fighter 2 was good fun, but Capcom's loyal fans were disappointed that the speed and sheer adrenalin of the previous SF outing, Street Fighter 2 Turbo: Hyper Fighting was lacking from the new game. A lot of fans remained loyal to Hyper Fighting despite the charms of new fighters Cammy, Fei Long, T Hawk and Dee Jay. That in itself was enough for Capcom to start development on the last true SF before the Alpha series took over: Super Street Fighter 2 Turbo.

This new game gave the Capcom fighting game public exactly what they wanted - that being all of the cool of SSF2 and the speed of Hyper Fighting. But as is Capcom's want, they went further... that much further! Each character was gifted new moves and new animations, making it the best Street Fighter game







▲ Gouki remains one of the most deadly fighters.



▲ Bison routs Balrog with this super!

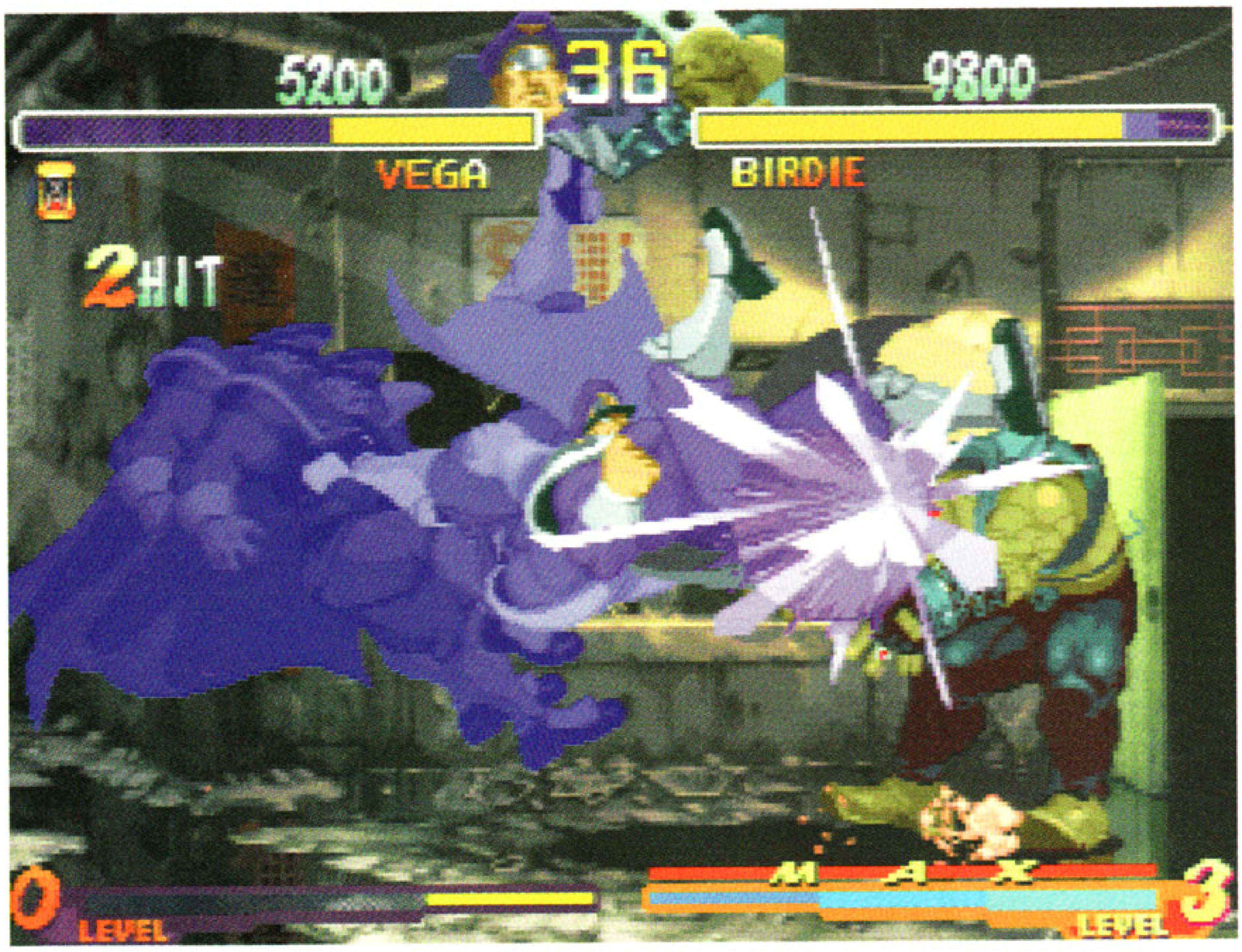


A TASTE OF THINGS TO COME?

Capcom have produced some AMAZING 2D games in the past. We're thinking primarily of the likes of Commando, Ghosts and Goblins, Ghouls and Ghosts, Strider, Black Tiger and Bionic Commandos! Wouldn't it be great if Capcom produced their own retro packs featuring arcade perfect translations of these awesome titles? According to our sources, this might not be too far away and the chances are that the success (or failure) of the Street Fighter Collection will pave the way for future collections!









◀ Street Fighter Alpha 2 Gold is an incredible game, but not really that different from the Alpha 2 already out.



around by a long shot. Additionally, Capcom began their first experiments with "hidden characters" by introducing the powerful Gouki (disappointingly renamed Akuma for Western territories by the meddlesome Capcom of America) - a Ryu style character with incredible combination potential.

[Capcom's most powerful conversion of Street Fighter to date simply has to be savoured!]

SSF2T was a brilliant conclusion to the original SF series and the inclusion of this conversion along with Alpha 2 Gold makes it an incredible value buy. Quite simply, the two best SF games can now be yours on one pack! Incredible, yes? Well, we would like to think so.

And in fact, we do. This is quite easily the best Street Fighter you can get on any home console. There's only one thing that SEGA SATURN MAGAZINE assembled can find to groan about and that's the choice of games you get. Super Street Fighter 2 Turbo is a brilliant addition and Alpha 2 Gold is amazing... but what's the "ordinary"



▲ Dan remains as awful as ever in Alpha 2 Gold!



▲ Sagat vs Ryu: classic Street Fighter!





▲ Pixel perfect conversions of both Super Street Fighter and its sequel are most welcome.



▲ The new Alpha 2 has a secret Sakura character for you to unearth.

GOUKI MODE

1



2



3



1. Here's Gouki Mode in full effect. Basically, the character of your choice takes on the power of Shin Gouki! They have a bit of a chat first...

2. And then the fight begins proper. You soon discover that Shin Gouki is easily the most taxing CPU opponent you'll ever face in Street Fighter!

3. The CPU Gouki positively routs anyone bar the most accomplished Street Fighter player. Here he's finishing us off with his trademark Firecracker move!

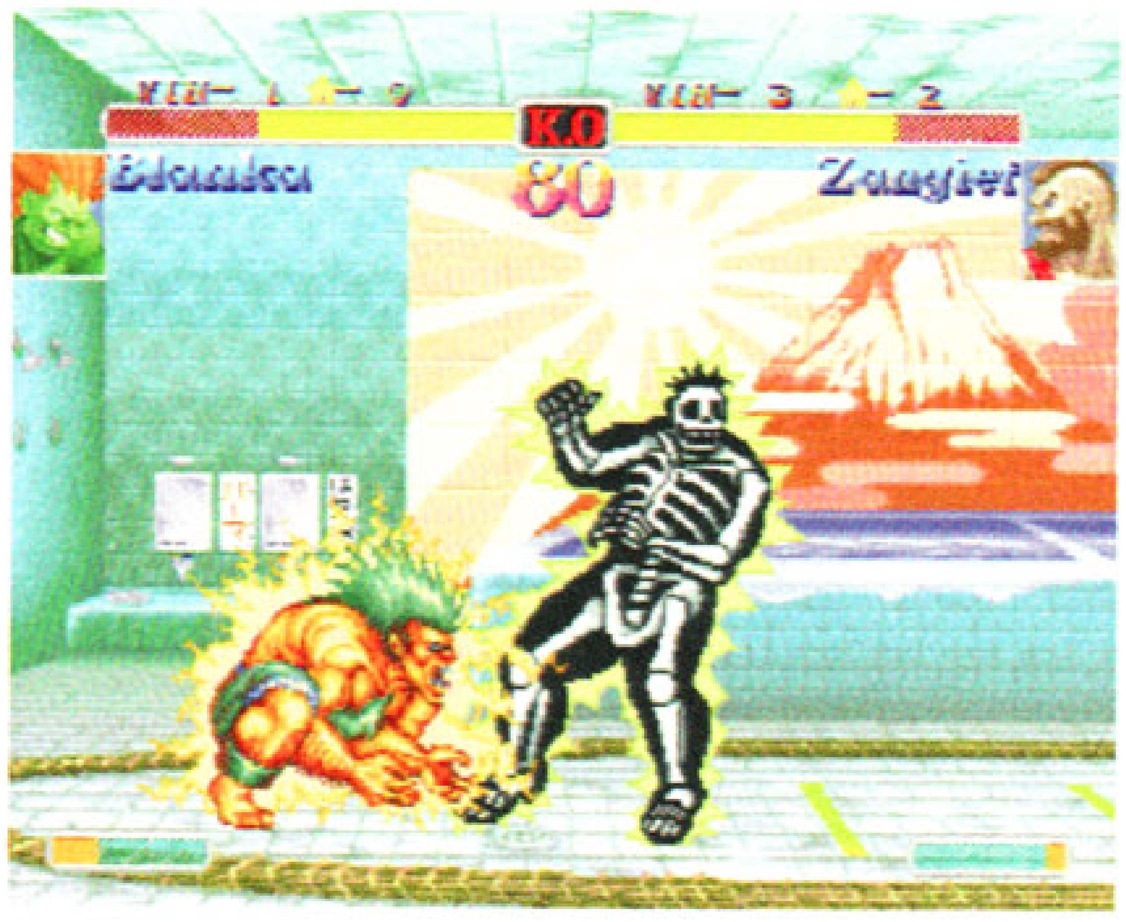




▲ The character select screens from Super Street Fighter 2 Turbo and Alpha 2 Gold.



▲ Sagat whups an unfortunate Ken.





Super Street Fighter doing there, especially as a conversion of the original Street Fighter 2 (or the Hyper Fighting follow-up) would have been a lot more welcome. All we can imagine is that this would have meant a lot more work for Capcom as opposed to just bunging in Super which would just be a cut-down version of its sequel. It is a bit of a shame to be honest. We've hardly touched this part of the pack since the game came in.

It's a small niggle really when you consider what Capcom have given us in the form of the other two games. Super Street Fighter 2 Turbo is a real classic - in fact, we've still got the coin-op in our games room and it's still played almost on a daily basis. That being the case, we're more than happy to confirm that the con-

[Five years on from the classic Street Fighter 2 and the franchise is still paying dividends for Capcom!]



▲ Guile and Ryu battle it out on New Challenger Dee Jay's Jamaica stage.



▲ Fei Long's rekka ken technique can score a brilliant three hits.

CAMMY IN ALPHA SHOCKER

The big news in Street Fighter Alpha 2 Gold is the addition of Cammy, the British secret agent who debuted in Super Street Fighter. The curious thing about this character is her position in Street Fighter lore. Alpha is set before Super, meaning that Cammy is still Bison's lover (we're not making that up). That being the case, it's no surprise to see Cammy enlisting the aid of Bison in one of her supers, where she summons Bison, who performs his Psycho Torpedo attack. Cool eh? Well there's more to look forward to in Alpha 2 Gold, including an enhanced version of Sakura! This is all in addition to the likes of Shin Gouki and Evil Ryu who were also in the old Saturn Alpha 2 (but are now much easier to access). Multiple pushes of the START button toggle between secret characters.

















◀ SSF2. Yes it's cool but a conversion of SF Hyper Fighting would be even cooler!

ZERO ALPHA 2: WHAT'S THE DEAL?

So what exactly is Street Fighter Alpha 2 Gold about? How is it different from the awesome Street Fighter Alpha 2 we've been playing for almost a year nowo? The story goes that Capcom of America asked the Japanese R&D division to add several hidden characters to Alpha 2, such as Shin Gouki (or Devil Akuma) and Evil Ryu. These were duly added, but never made it into the Japanese version. The addition of these fighters was the main reason behind the Alpha 2 Gold update. It was never released outside of Japan mainly because there was little point. Our version was good enough. However, there are a couple of additions (and more secret versions of different fighters). Additionally, there is a new Gouki Mode on the options screen.



version is identical. If there are any frames of animation missing, you'd be hard pressed to see them.

However, although mightily playable, it's Street Fighter Alpha 2 Gold that is the undoubted star of the show. The Alpha playability has yet to be surpassed and that additions that Capcom have made are good fun to explore.

The only drawback to the collection is that it seems to be standard Capcom policy not to attempt any kind of PAL optimisation for the European market (and this policy is unlikely to change), so it's letterbox central as the PAL borders arrive once again. To be fair, with 2D games it's pretty much unavoidable. Additionally, the speed issue isn't so much of a worry due to the inclusion of multiple speed settings. Just like the current Street Fighter Alpha 2. However, as I remarked in my Marvel Super Heroes review last issue, if you're a real Capcom fan, you really need to get your Saturn modified to be able to switch to a NTSC signal so get your ass down to an importer to get it done if the ultimate Capcom gamery is your, er, game.



So... just one question remains. Is the game worth buying if you already own Street Fighter Alpha 2 (and you should be ashamed of yourself if you don't)? Well, to be brutally I honest, I would have to say "no". Super Street Fighter 2 Turbo is a cool game, but it is old and it isn't really worth the full whack. Alpha 2 Gold, again, is awesome but the Golden enhancements aren't hugely important. But SEGA SATURN MAGAZINE's offices are crammed full of Capcom fanatics though and we loved the games in this pack. If you're like us and have a similar adoration for all things Capcom (or if you don't own Alpha 2 already), this is quite simply the best Street Fighter purchase you can make, no doubt about it.

RICH LEADBETTER





GRAPHICS	Capcom have perfectly replicated their awesome arcade games - Street Fighter Collection's graphical art is a joy to behold.	93%
SOUND	Just as you would expect, the sound is also identical to the arcade games! The tunes are a mixed bunch but the effects are ace.	90%
PLAYABILITY	Super Street Fighter (2 Turbo) is bloody brilliant and sufficiently different enough from the magical Alpha 2 Gold. Great stuff.	95%
LASTABILITY	Both starring games will be loaded up for years to come. The original Super Street Fighter's a bit redundant though...	95%
OVERALL	If you love Super Street Fighter 2 Turbo or don't own Alpha 2, this is utterly essential. However, current Alpha 2 owners should think veeewy carefully be shelling out.	95%



BY	ACCLAIM
PRICE	TBA
STYLE	PUZZLE
PLAYERS	1-2
HARDWARE	N/A
RELEASE	OCTOBER

Bust-a-Move 3

Giggling dinosaurs, crying girls and sulking psychics. Yes, it can only be one of those obscure Japanese games again. Will Acclaim surprise us by releasing a half-decent game for once?

Woo-hah! Supreme Drum & Bass rapper Busta Rhymes is the star of Bust-a-Move 3, and now players can practise their favourite Junglist dance moves in the comfort of their own home with Bust-a-Move 3. Sorry, that's actually a blatant lie. Instead, Acclaim have got us all in check with a sequel to their ace puzzle game Bust-a-Move 2. More quality puzzle action?

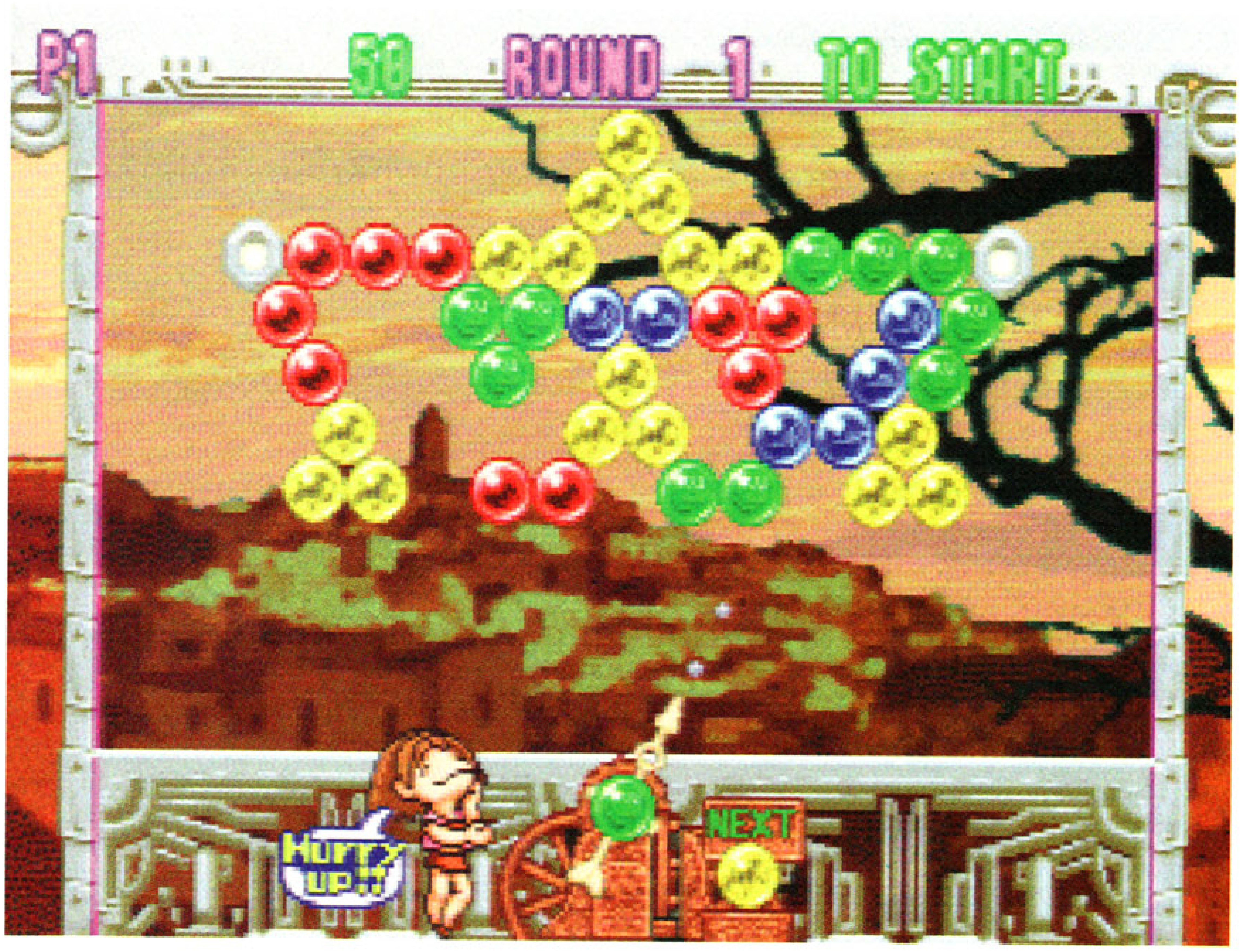
As it happens, this is a very enjoyable game. Traditional puzzle action has been spliced together with some cool Japanese design, and the result is a great looking, and great playing puzzle game. Players are actually controlling cute little cartoon characters as they attempt to burst all of those coloured bubbles, and while the game is being played the cartoon creation of your choice jumps around with shouts of encouragement, and gets nervous and starts to panic and shout when things aren't going too well. And should the player perform a particularly cool multiple bubble-busting manoeuvre, a special move, scream of joy or happy dance takes place!

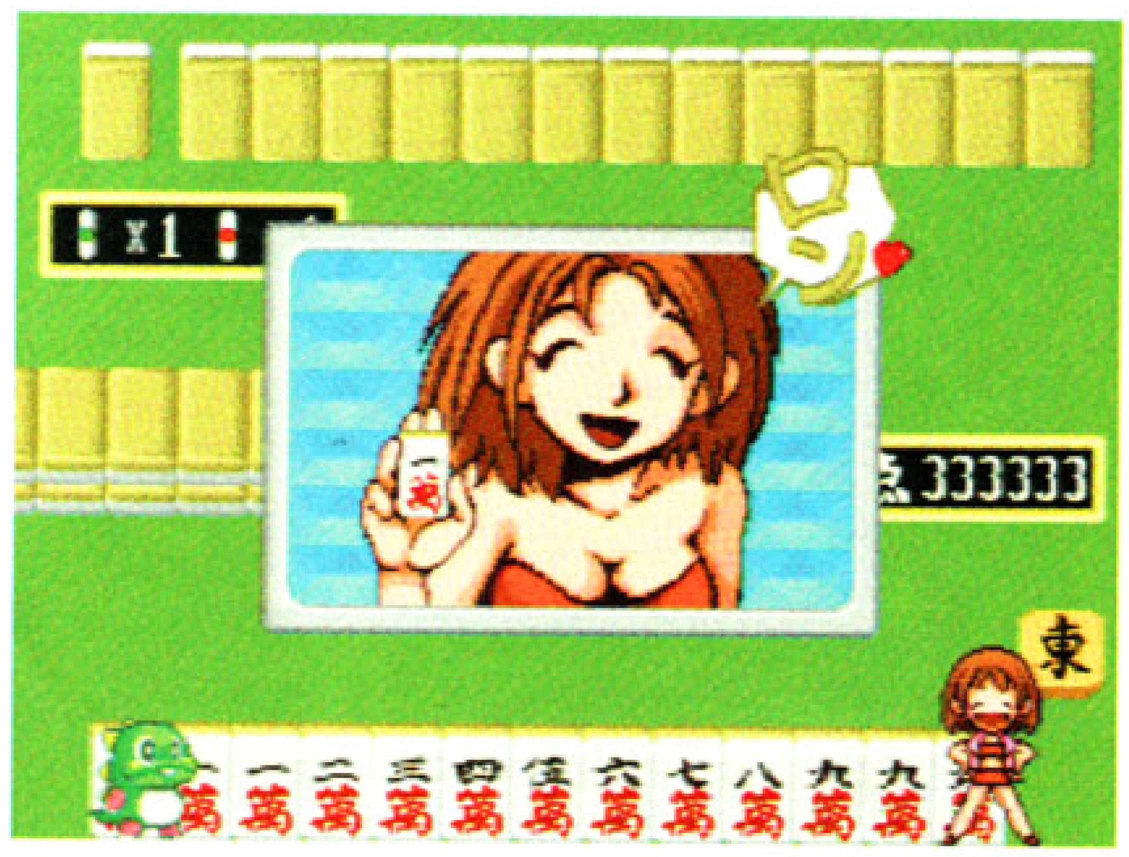


▲ To summarise the review, this is a great puzzle game.

These cool characters are probably the highlight of the game's graphics - the collection of cliched game stars all help give the game a great atmosphere of it's own, with the famous dinosaurs Bob and Bub popping up, as well as the usual selection of wacky Japanese girls and butch fighters who watch over the action. Puzzle fans will no doubt have noticed the ever-so-slight similarity to Capcom's Super Puzzle Fighter games, although the Bust-a-Move bubble shooting gameplay has always been a bit more enjoyable than the Columns-style gem dropping action of the Capcom game, and even though Bust-a-Move 3 offers no real improvements to the action found in the prequel, it more than makes up for it by giving us another ace collection of devious bubble-bursting levels.

But there's more than just one way to play Bust-a-





▲ Each character has their own little intro sequence.



▲ Kapow! The characters all have a few special moves which they use to celebrate a particularly good sequence of play.



THE PICTURES - WHAT'S HAPPENING?

It's dead simple really. Just imagine an upside-down version of Tetris, with players using a movable target arrow to fire one bubble at a time up the screen to form blocks of similarly coloured bubbles at the top. Get three or more same coloured bubbles together and boom! they disappear, causing any bubbles below them to fall away with them. Bubbles can be bounced off the side of the screen for fancy angled shots into tricky areas, and the occasional special bubble appears - heavy bubbles smash through a whole line, star bubbles burst all bubbles of the same colour, and some solid blocks appear to further complicate things.



▲ Bust-a-Move 3 also has some really great and colourful background graphics. Of course they don't have anything to do with the game, but it brightens up the reviews section! The presentation of the whole game is just as faultless.

[Featuring some really cool puzzle action and dead groovy visuals, puzzle fans are sorted!]

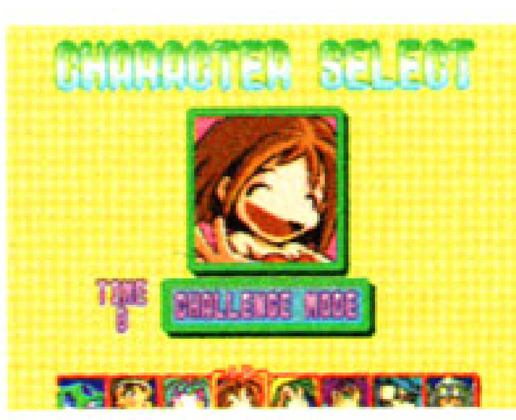
Move 3. The game has a cool one-player puzzle mode, where players select their route through a huge grid, and take on each of the increasingly tough levels. Then there's the one-player versus computer mode, in which the player competes in a split-screen two-player battle against a computer controlled opponent. But it's the real two-player game that's easily the most fun - when players pull off a spectacular bubble-bursting move extra bubbles are dumped onto the opponents side of the screen, causing some extremely violent outbursts to be exchanged - the mark of a great two-player game!

There's also a special challenge mode, which is the ultimate test of puzzling skills as players have to complete a set of extra-hard levels designed to be as tricky as possible, while the Saturn grades players on the speed and skill of their performance. Then there's the huge task of playing the collection mode, which is a massive selection of literally hundreds of pre-set screens to play!

Even with all these fancy modes I doubt if it would take too long to see everything the one-player game has to offer, but if you're looking for some cool puzzle action with an excellent two-player game, you've just found it.

GARY CUTLACK





▲ The one-player puzzle mode is shown on the left, and sees players travelling over a huge grid completing levels.

GRAPHICS	Fine cartoony characters and graphics, with some groovy colours and cool design helping to make Bust-a-Move 3 stand out.	85%
SOUND	Always difficult in a puzzle game, but a cool selection of whimpers, screams and jolly music keeps the atmosphere together.	81%
PLAYABILITY	Awesome. Especially in two-player mode, where dumping bubbles onto your opponents screen will make you an enemy for life!	94%
LASTABILITY	Hmm. Quite easy to see everything in the one-player game even with all the play modes, but the two-player game will last forever.	91%
OVERALL	Fantastic puzzle action, with an incredibly cool two-player mode. The one-player game is still fun on its own, with the different modes providing fun for solo gamers. Should satisfy puzzle fans.	91%

◀ Line up your shot with the target arrow, and then press a button to shoot your balls off. If only it was so easy in real life...

UH -ON, WE'RE IN TROUBLE!

The natural state of mind to be in when playing Bust-a-Move 3 is Panic. Blind panic to be more specific. Here's a particularly nerve-wracking moment: (1) A tough screen for our green dinosaur chum. (2) The bubbles are building up... (3) "Hurry up!" Panic sets in! There's a red bubble on the way though - aim for the big group of red bubbles in the middle... (4) Boom! safe to continue, but now the left-hand side of the screen is reaching critical point! Arrgh!



I ALREADY OWN BUST-A-MOVE2...

The main difference is in the challenge and puzzle modes where the layout of the puzzles is completely different. However, the gameplay is identical to the bubble-busting action that made up Bust-a-Move 2, which basically makes Bust-a-Move 3 more like a collection of new levels than a completely new game. There's a much larger collection of levels to play through, thanks to the collection mode, but does this make Bust-a-Move 3 worth buying if you already own the prequel? Well, probably not to be honest, unless you've got some kind of obsessive compulsive disorder which leads to a fixation with colourful bubbles. Which is quite unlikely.







SEGA SATURN™ tips

Another month, another selection of tips and another few weeks of our talented young lives spent playing games 24hrs a day. Still, it's not all bad news, at least we're allowed to play Sonic Jam and Marvel Super Heroes in the name of 'research.' If you spend an unhealthy amount of time glued to your Saturn, why not send in your own tips to us at: Sega Saturn Experimental Tips Research Department, 37-39 Millharbour, Isle of Dogs, London E14 9TZ

SONIC JAM

What a cool game. There's so much 'stuff' already in Sonic Jam, it's hardly important to search for more hidden things in the game. Still, that doesn't stop us from looking, and hey, look what we've found!



SONICWORLD TIME ATTACK!
Highlight SonicWorld at the main screen, and press A then Start straight afterwards (really quickly), and keep them held down until the game starts. You should then start SonicWorld, and there'll be a 60 second counter in the top left of the screen. Collect all 100 rings in the 60 second limit (very, VERY hard) and something extra should appear. We can collect all 100 rings within the time limit (see the VERY hard-earned picture for evidence) but only right as the time runs out, so we're not sure if anything extra appears... see what you can find.

SONIC TEAM DO EXTRAS!
If you have access to a PC or Mac, you can find some extra-cool Sonic artwork hidden away on the Sonic Jam CD. Just put the CD into a computer's CD drive, and open up the folder called 'Extras'. Thankfully Sega Europe haven't removed this from the UK version, and it's all in a nice easy-to-open windows format as well. You might even recognise some of the art that we've used in the mag!



Taking a very efficient route through SonicWorld is essential. Come and 'ave a go if you think you're fast enough!





We reckon a large gold ring appears somewhere when you collect all 100 rings... surely you get something as a reward?



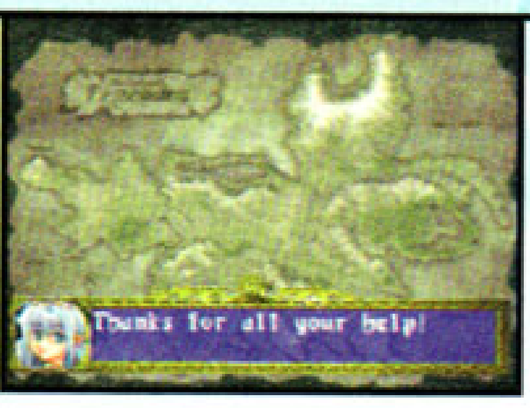


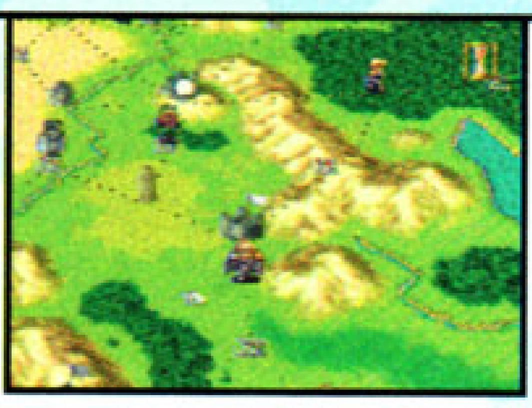
Look, it really is possible. All 100 of those lovely gold rings collected, and a whopping 00:64 of a second to spare!

DRAGON FORCE

This is a very complicated tip, but we know that players with enough brains to play Dragon Force will be able to get it to work. Good luck, and yes it does work, so no phone calls please.

Go to the Saturn's CD player screen and **hold down X, Z, L, R and START,** and keep them held until the game loads. When you get to the title screen, keep **START held down** and press **DOWN, DOWN, UP, DOWN, DOWN, LEFT, LEFT, LEFT, UP, DOWN, RIGHT, RIGHT, RIGHT,** then release the **Start button.**







Phew. Now that lot has been inputted, start a game. You can now check the options menu for the Debug mode, where you'll be able to affect the battles, music, experience points and have all kinds of fun.





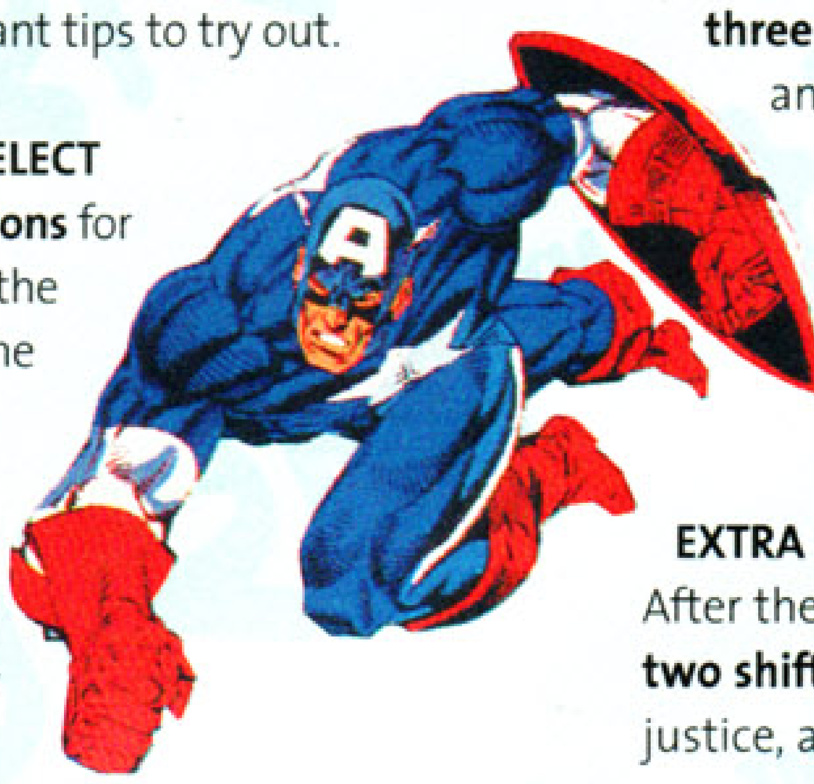


MARVEL SUPER HEROES

Bosses, everybody wants to play as those pesky end-of-game guardians these days. We could probably read some deep meaning into that fact, but let's not. The MSH boss codes can be found on page 52, and here are a few other cool mutant tips to try out.

RANDOM CHARACTER SELECT

Hold the left or right buttons for around three seconds on the character select screen. The cursor will start to move around very quickly, allowing players to then hit any button and have a character randomly selected for them.



AWAY STRIP

Pick the alternate costume in the one-player game by selecting your fighter and then **holding UP for three seconds** (for characters in the top row), or **DOWN for three seconds** (for characters in the bottom row), and then pressing any button.

TAUNT

Press **DOWN, DOWN** and the **two shift buttons together** to perform each heroes' cheeky taunt.

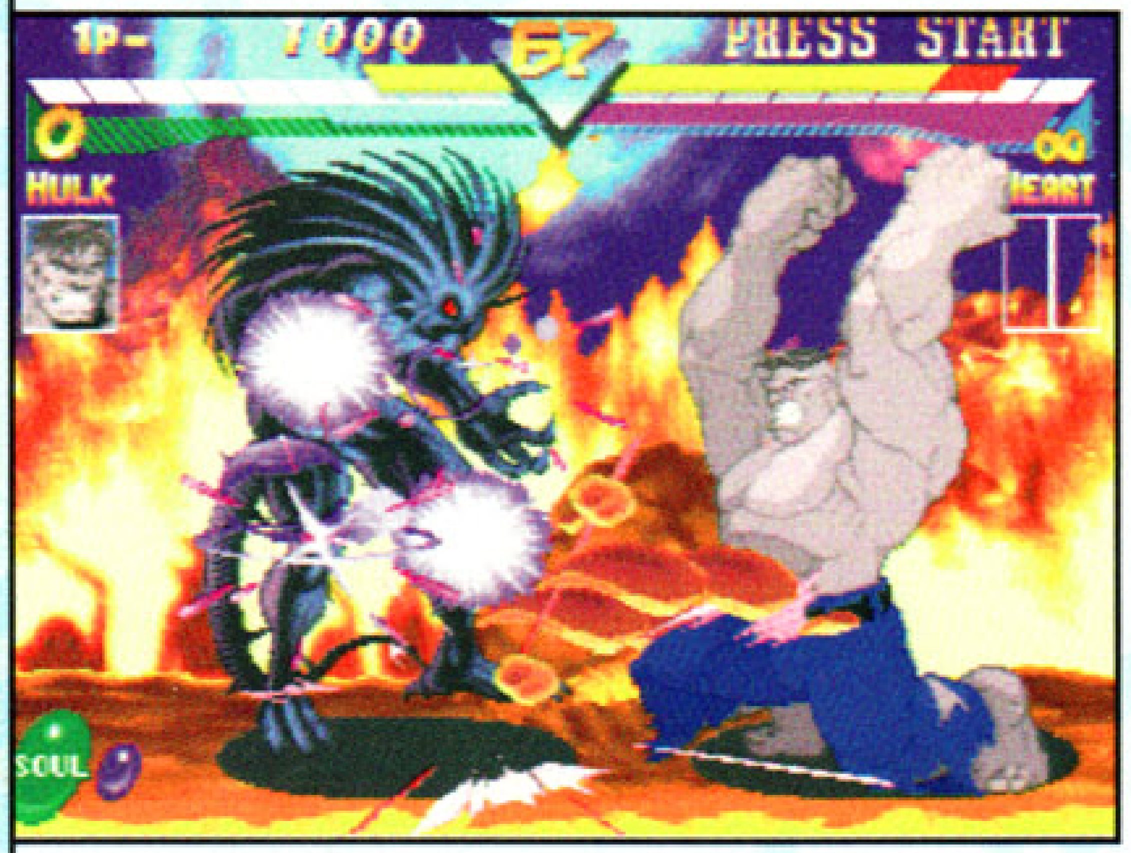
EXTRA POUNDING!

After the final round of a fight, **quickly hold down the two shift buttons** to be able to dispense a little extra justice, and smash your defeated foe a little more!





Juggernaut is awesome, regardless of the colour of his pants.



The Hulk - still incredible, but now a nice shade of grey.



Iron Man - don't let him sit too close to the telly or get wet.





CRUSADER - NO REMORSE

The level passwords for EA's futuristic isometric shooter were printed waaay back in issue 20, but some extra little tips have now come our way. Just remember not to show any remorse, that's very important.

MAXIMUM HEALTH AND ENERGY

Select 'Load Game' at the main menu, then pick 'Teleport to Mission.' At the password entry screen, enter **LOSR** as your password - you'll get an invalid password message. Start a new game, and at any time **press A+B+C** to be boosted up to full health and energy.

MAXIMUM WEAPONS

After inputting the above password, you'll also be able to **press X+Y+Z** to be given a full selection of ammo and equipment, which unless we're very much mistaken, will turn you into a fully tooled-up psychopathic killing machine.





We never show remorse - we're finely-honed killing machines.



WARCRAFT 2

What a surprise - a strategy game that's actually quite interesting! To further enhance the excitement, enter the following codes by pressing start in the middle of a game and proceeding to the password screen:

TSGDDYTD - Gives invincibility and 255 damage points against magic
DCKMT - Full upgrades
VRYLTTL - Gives access to all of the spells, and renews mana after each spell has been cast
NSCRN - Shows the entire map
GLTTRNG - Gives 10,000 gold, 5000 lumber and oil
MKTS - Speeds up the building and upgrade process
NTTHCLNS - Skips to the next level
NGLS - Disables the magic traps set by opponents
HTCHT - Only takes two chops to harvest lumber
THRCNBNLYN - Quick ending
NTPRF - Some kind of freak laser show!
YPTFLWRM - Instant defeat
NVRWNNR - Cancels the victory sequence and lets you continue playing the same level





Some tips only work on specific levels, but you'll know when they're activated thanks to the 'enabled cheat' message.

RESIDENT EVIL GUIDE

PART 2

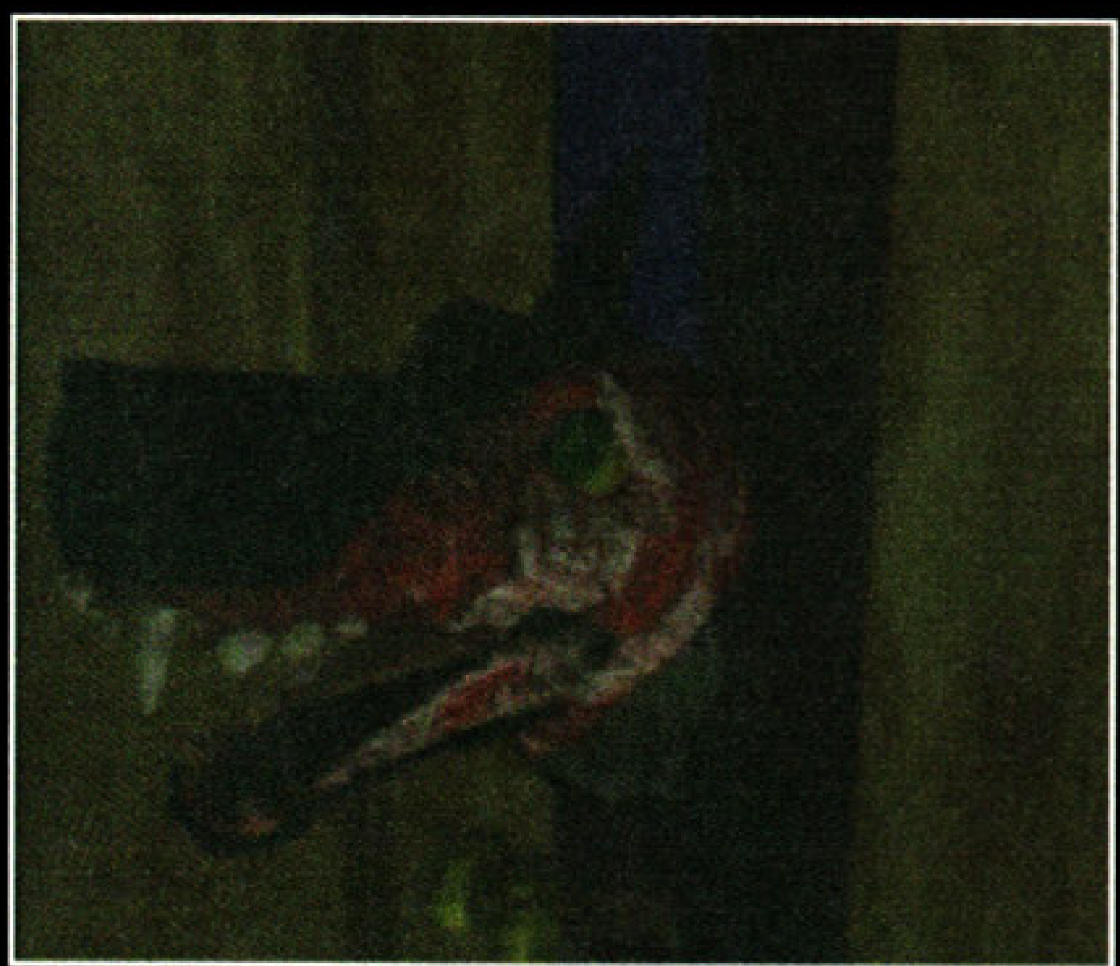
This month we thought we'd do something rather different with the second part of our Resident Evil guide, rather than simply regurgitating what was written last month. So this month's guide takes players on the quickest possible route through the mansion as Jill Valentine (hopefully in under three hours), accessing the secret rocket launcher weapon and battle mode. This also concludes our awesome Resident Evil coverage brought to you courtesy of LEE NUTTER.



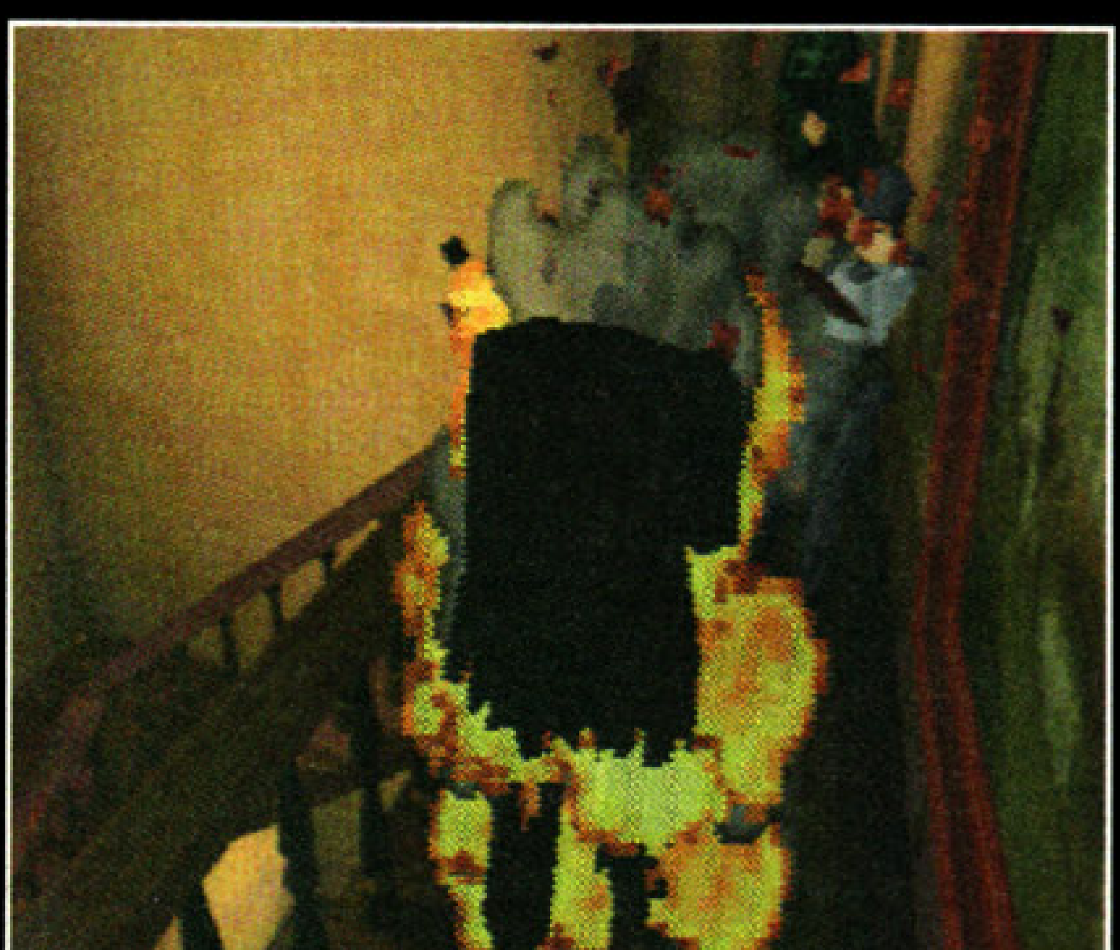
JILL VALENTINE

After the opening sequence with Jill and Barry hypothesising about the missing Chris, run to the end of the dining room, collect the emblem off the wall and exit through the door to the right. Firearm at the ready, turn left and proceed down the corridor, killing the feasting zombie after the cut-sequence. Examine the corpse and retrieve the two clips, before returning to the dining room to meet Barry. After the next cut-sequence, return to the main entrance. Do a circuit of the room looking for clues, before taking the lock pick from Barry and the ink ribbon off the desk. Leave through the blue double doors.

Manoeuvre the steps up against the statue and recover the map, before progressing through the door to the right. Run as quickly as possible through the corridor avoiding the dogs and exiting through the next door. Continue down the winding passage until reaching the first door to Jill's left. Pass through the first room and enter the living room, collecting the shotgun from the rack. Exit the room and the ceiling in the small room will slowly descend, allowing Barry to appear in the nick of time and rescue Jill.



A pack of ravenous hounds awaits those who attempt to escape.



Proceed through the double doors opposite, shoot the zombies and enter the first door to the left. The crows won't attack unless provoked, so best leave them alone. Press the switches underneath the pictures in the following order: new born baby, infant, young boy, young man, middle-aged man, old man. Once they have been pressed in the correct order, press the switch at the end of the room, recover the Star Crest and exit the gallery. Take the door on Jill's left prior to the double doors and shoot the zombie before entering the door on the right underneath the staircase.

Save the game position and store the Star Crest before exiting the room, making sure the bag of chemicals are in Jill's inventory. Ascend the staircase, shoot the zombies and follow the passage to the right, exiting through the door. Once in the U-shaped corridor, follow it to the left and exit through the door at the end, avoiding the zombies or shooting if necessary.

Once above the main entrance, take the door to the left and progress down the small corridor and onto the balcony, taking the bazooka from the corpse before exiting. Run across the landing area, taking the door opposite, situated above the dining area. Run down the left passage and kill the zombie before pushing the statue grasping the blue jewel through the bannisters, smashing on the ground. Exit through the door



Watch out for the zombie hiding in the closet!



Once the game is completed in under three hours the awesome rocket launcher becomes available.



at the far end, run past the two acid-vomiting zombies and descend the stairs. Enter the door to the right, collect the ink ribbon from the bed and save the game position. Leave the storage room ensuring the bag of chemicals and the wooden emblem are in Jill's inventory. Continue down the corridor, avoiding or killing the zombies and exiting through the door at the end. Shoot the zombie and proceed down the corridor opposite, entering the door around the corner. In the greenhouse, use the chemicals in the pump to kill the plant, allowing Jill to pass by and recover the Armour key from the plaque before stocking up on herbs.

Exit the greenhouse and continue back down the corridor, turning left and shooting the zombie before taking the door on the right. Once in the researcher's bedroom, take the clip from the bed and examine the desk. Shoot the zombie which leaps out of the closet and retrieve the shells. Reexamine the desk and leave the room, ensuring that two inventory spaces are available. Turn right and exit through the door at the end of the corridor. Proceed down the passage to the



Place the chemicals in the pump to kill the vicious plant.

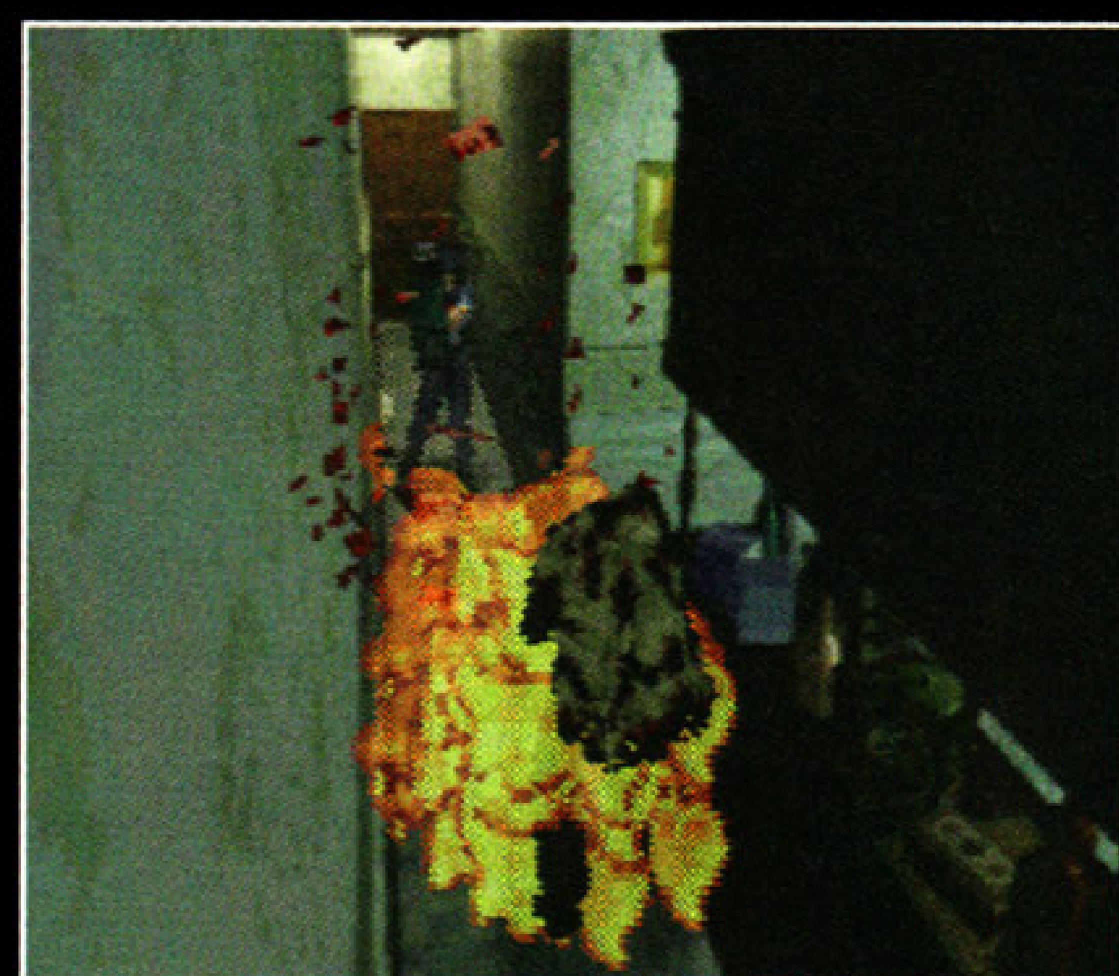




left and enter the red door to Jill's left. Run around the piano and slide the bookcase along, revealing the sheet music. Place it on the piano and enter the secret room which becomes available. Take the gold emblem and replace it with the wooden emblem. Return back to the dining room, down the corridor and to the left, and place the gold emblem in the hole provided. Collect the Shield Key from behind the grandfather clock and the blue jewel from the broken statue. Return back through the doorway and take the first door on the left. Proceed down the corridor and enter the small passage to the right and enter the doorway. Place the blue jewel in the tiger's eye and retrieve the



Place the jewel in the tiger's eye to access the Wind Crest.



Wind Crest. Exit the room and enter the corridor with the storage room, taking the first door on the left. Pick up the clip and shells, leaving the broken shotgun behind and exiting the room. Return to the storage room and save the game position, replenish Jill's health and ammo and leave the room, ensuring the Armour Key is in her possession. Return to the main entrance and take the door to the left of the blue double doors.

Take the clip from the desk and the shells from the locked drawer around the corner. Exit the room and proceed up the stairs, taking the second set to the right. Proceed down the corridor and take the green double doors on the left. Manoeuvre the two statues over the grates, before activating the switch in the centre of the floor and retrieving the Sun Crest from the glass cabinet. Leave the room and follow the passage to the left, back towards the landing but taking the final door on Jill's left.

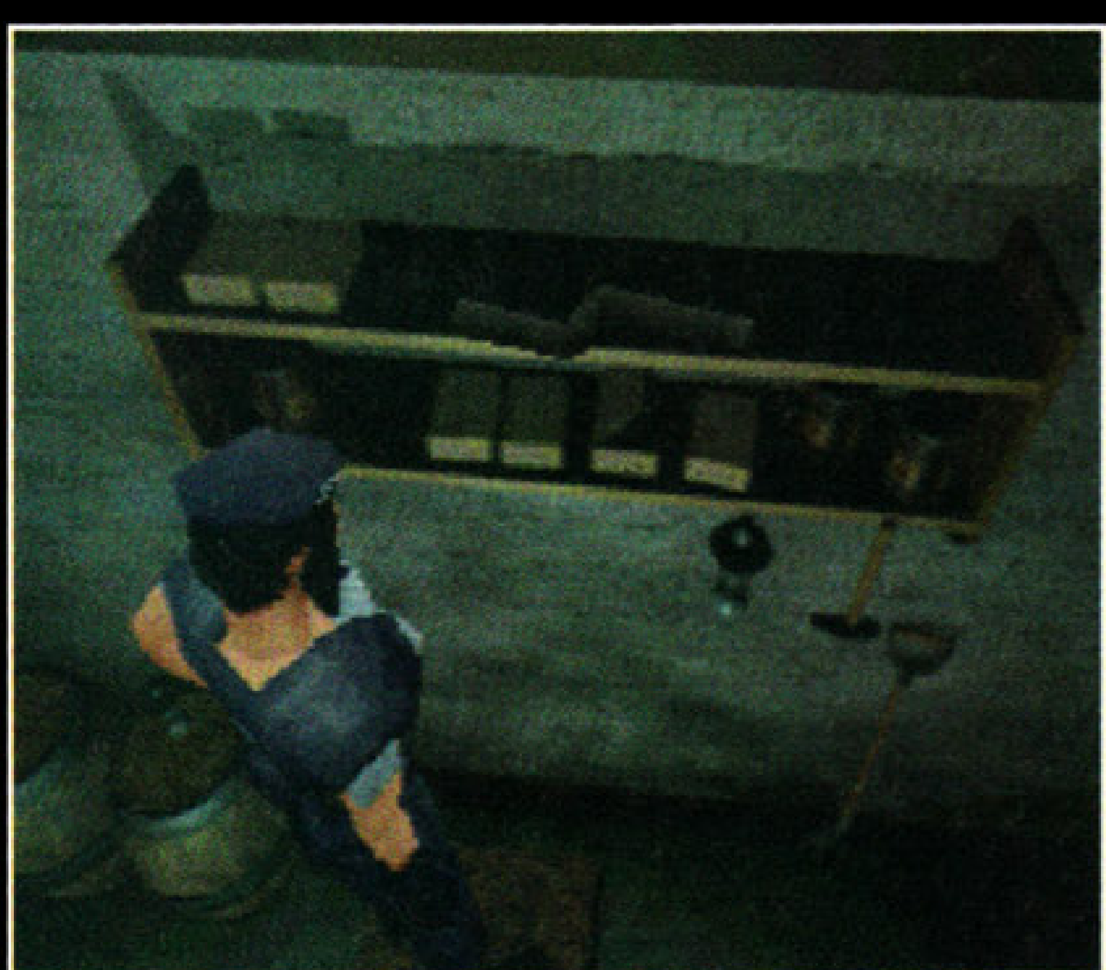
After the cut-sequence with Richard, return back to the storage room where the bag of chemicals were first discovered. Retrieve the serum and >>


Jill manoeuvres the statues over the grates before activating the switch and collecting the Sun Crest.




>> stock up on ammo, before exiting the room, making sure the Shield Key is in Jill's inventory. Return to Richard and give him the serum, before exiting the corridor through the opposite door. Shoot the zombie lurking around the corner and proceed up the few steps, unlocking the door and discarding the key when prompted.

Enter the attic and players encounter the giant snake, emerging from the hole in the wall. The basic idea is to get to the hole and retrieve the Moon Crest within, and there are two ways of going about this.

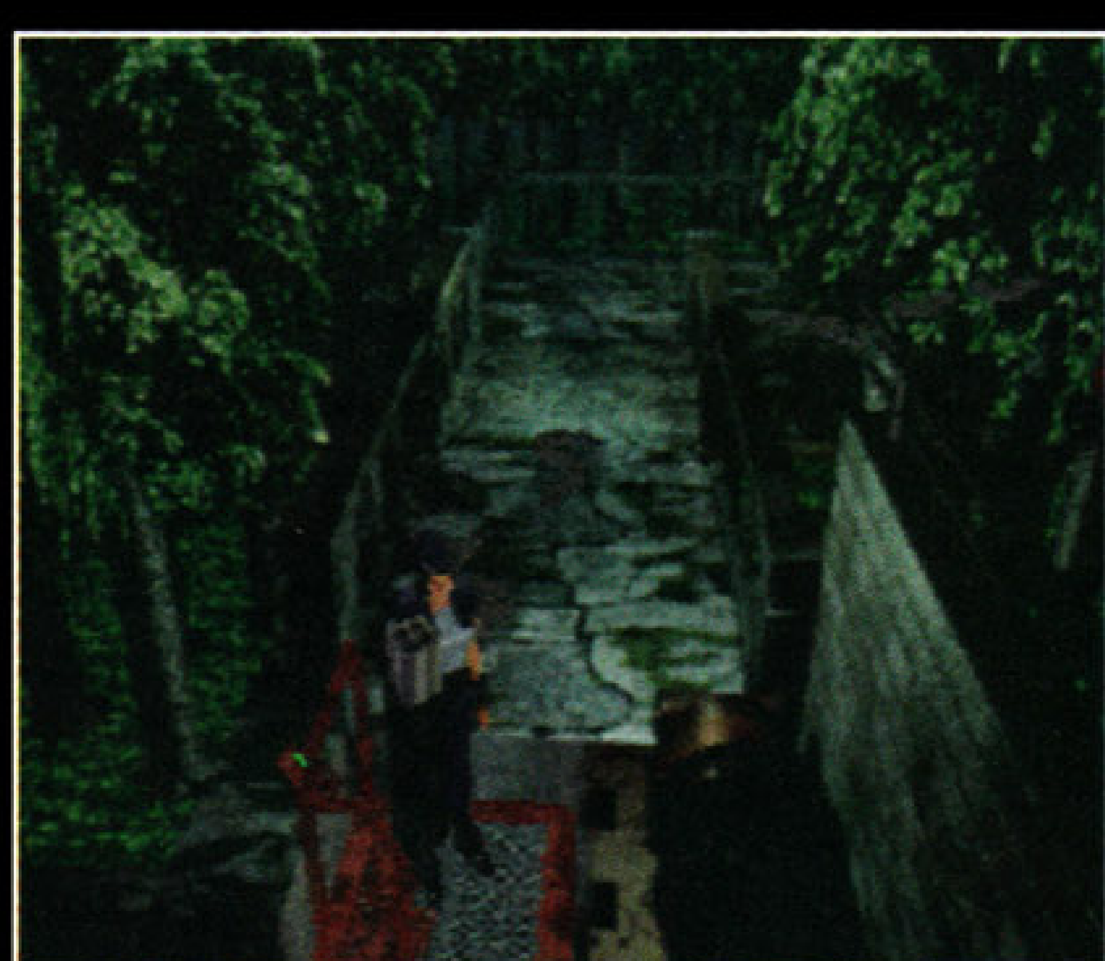

Take the crank from the shelf to access the garden area.


The crazed Dobermans still patrol the grounds of the mansion.


The giant snake emerges from its lair in the attic to thwart players attempting to retrieve the fourth and final Crest.

Stand and fight, which usually results in severe loss of ammo and energy, or run around the snake, taking a few hits but being generally better off. Once the Moon Crest has been recovered, exit the room and Jill collapses in a heap after being poisoned by the snake. Luckily, Barry is on hand to rescue the unconscious Jill, and she awakens soon after in the storage room, feeling rather sore. Ensuring Jill has all four Crests in her possession and the game position has been saved, leave the room and return to the main entrance. Advance through the blue double doors and proceed down the winding corridor and through the double doors. Take the small passageway to the right and enter the door on the left, leading to the roofed passage. Avoid or kill the dog if necessary and insert the four Crests in the panel at the end.

Enter the door ahead and manoeuvre the steps against the shelf, retrieving the square crank. Pass through into the courtyard and kill the three dogs with the shotgun. collect red and green herbs, combining them to make a powerful antidote. Proceed through the rusty gates and follow the path to Jill's


The lift takes Jill down to the lower courtyard area.



left, using the square crank on the mechanism to lower the water level. Cross the newly revealed path and follow the route to the left, avoiding the dropping snakes. Descend the elevator and blast the guard dogs awaiting Jill at the bottom, before passing through the next set of gates. Kill the remaining hounds and follow the winding path into the guardhouse. Manoeuvre the statue over the hole in the floor and enter the storage room to Jill's right as she entered the guardhouse, saving the game position. Recover the first aid spray and the ammo, arranging Jill's inventory so that she has plenty of ammo and weapons before exiting the room.

Advance into the room opposite and kill the two zombies inside. Recover the red book and enter the bathroom, draining the bath and taking the C-Room Key. Leave the room and proceed past the statue, entering the corridor. Take the first room to the right and run towards the bees' nest, retrieving the key and escaping via the way Jill came in. Continue to the end of the corridor and proceed through the door at the end, discarding the key when prompted.

Once inside Dormitory 002, slide the bookcase







Playing with Jill is distinctly easier than with Chris, given the larger range of weapons made available to her, such as the bazooka.

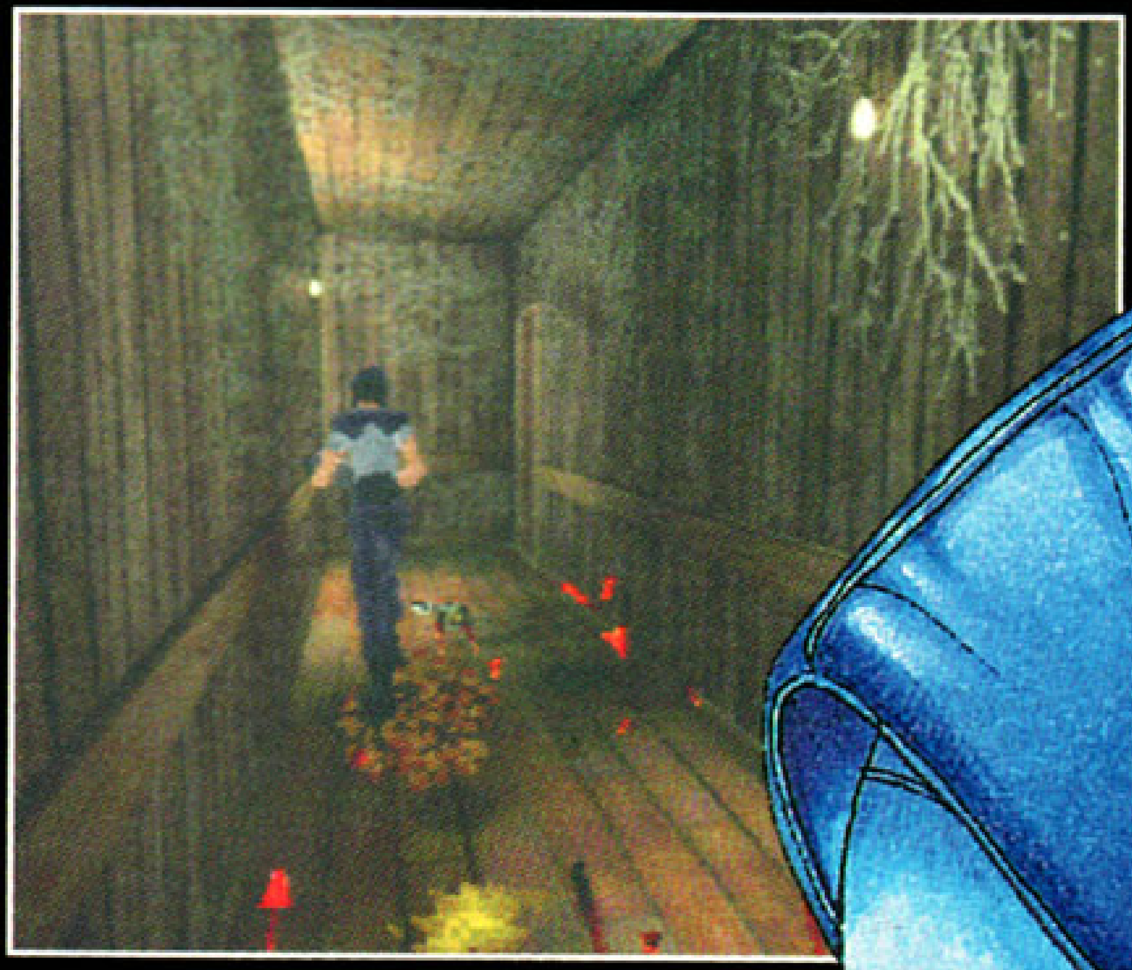
along, revealing the ladder which Jill ought to descend. Manoeuvre the crates into the watery passage, creating a bridge which enables to Jill to advance past it. Enter the double doors and wade through the water to the opposite side of the room, avoiding the sharks. Take the door to the left and activate the lever, thus draining the water. Hit the switch next to the door before exiting the room and going next door into the ammo storage room. Most of the ammo is wet and useless, but allow Jill to retrieve what she can, including the key for Dormitory 003, before returning back up the ladder and into the storage room. Save the game position and stock up on ammo and herbs, before returning to where the bees where first encountered. Enter Dormitory 003, discarding the key when prompted and disposing of any zombies within. Exchange the book in the bookcase with the red book in Jill's inventory, revealing a secret door on the adjacent wall. Ensuring both ammo and energy levels are high, enter the door to face the awesome Plant 42. Keeping to the edge of the room and avoiding the falling acid, kill the plant with any bazooka rounds Jill may have in her possession, before allowing Barry to finish off the task. Recover the Helmet Key from the fireplace and return to the storage room, saving the game position before returning to the mansion.

After the FMV sequence, kill the ensuing Hunter and enter the first door to Jill's left. Retrieve the first Doom Book and leave the room, taking the grey door to Jill's left. Kill the Hunter lurking in the corridor and enter the storage room at the end, rearranging Jill's inventory so that she has plenty of herbs, ammo and the Helmet Key.

Leave the storage room and advance up the >>



Plenty of ammo is needed to defeat the huge Plant 42.







Players are best advised to save ammo and run around spiders.

>> stairs, following the corridor to the left and killing the Hunter. Enter the door at the end, passing through the first room into the second. Tinker with the piano and the giant snake reemerges from the fireplace. Kill the snake with any bazooka rounds Jill may have left and proceed down the hole left in its wake once Barry has arrived. Activate the switch on the gravestone to reveal a ladder and proceed down it. Kill the zombies and collect the shotgun ammo from around the corner, before following the corridor to the end. Enter the doorway and advance down the hall, avoiding the feasting zombies. Enter the kitchen and head to the right, killing the zombie lying on the floor. Proceed up the elevator and kill the zombies at the top, before proceeding to the closet on the left. Retrieve the battery and ammo stash from inside, before returning back to the kitchen area. Proceed to the far side of the room and take the door on the right, shooting the zombie after the FMV cut-sequence. Proceed through the door and up the stairs, follow the path to the right and enter the next door. Run past the Hunters and take the door to the left, through the dining room and





The giant snake returns for a final showdown with Jill.

into the main entrance. Advance through the blue double doors and follow the winding passage until eventually passing through the double doors. Take the grey door to Jill's right and enter the storage room around the corner. Arrange Jill's inventory so that she has a battery, square crank and some powerful weapons in her possession, before heading into the garden. Pass through the rusty gates, over the watery path and down the elevator into the lower courtyard. Proceed towards the useless elevator and insert the battery in the space provided. Return back up the elevator, pass through the rusty gates and use the crank to activate the flood gate. Return back down the newly powered elevator and over to the newly revealed ladder, behind the waterfall.

Climb down the ladder and save the game position on the typewriter ahead if necessary. Then take the door to the left of the ladder and proceed to the left, entering the doorway. Take the first aid spray and the box of shells before continuing down the passage and through the next door. Follow the passage round and the Enrico cut sequence takes over. Take the clip from Enrico ensuring at least one inventory space remains and return back around the passage, retrieving the hexagonal crank. Exit the passage and return to the typewriter area, killing the all-new monsters along the way. Use the hexagonal crank on the hole in the wall, before proceeding to the door at the end and passing through it. Turn right and advance towards the boulder. Turn around and run back to the doorway, avoiding the boulder rolling towards Jill. Return to where the boulder was and retrieve the flame rounds, killing any monsters which have followed Jill through the sewers. Advance to where the boulder now lies and take the door on the right. Kill the giant spider with the flame rounds and exit the room to avoid the baby spiders. Reenter the room and recover the combat knife, before using it to hack through the spiders web, allowing Jill to proceed through the door.

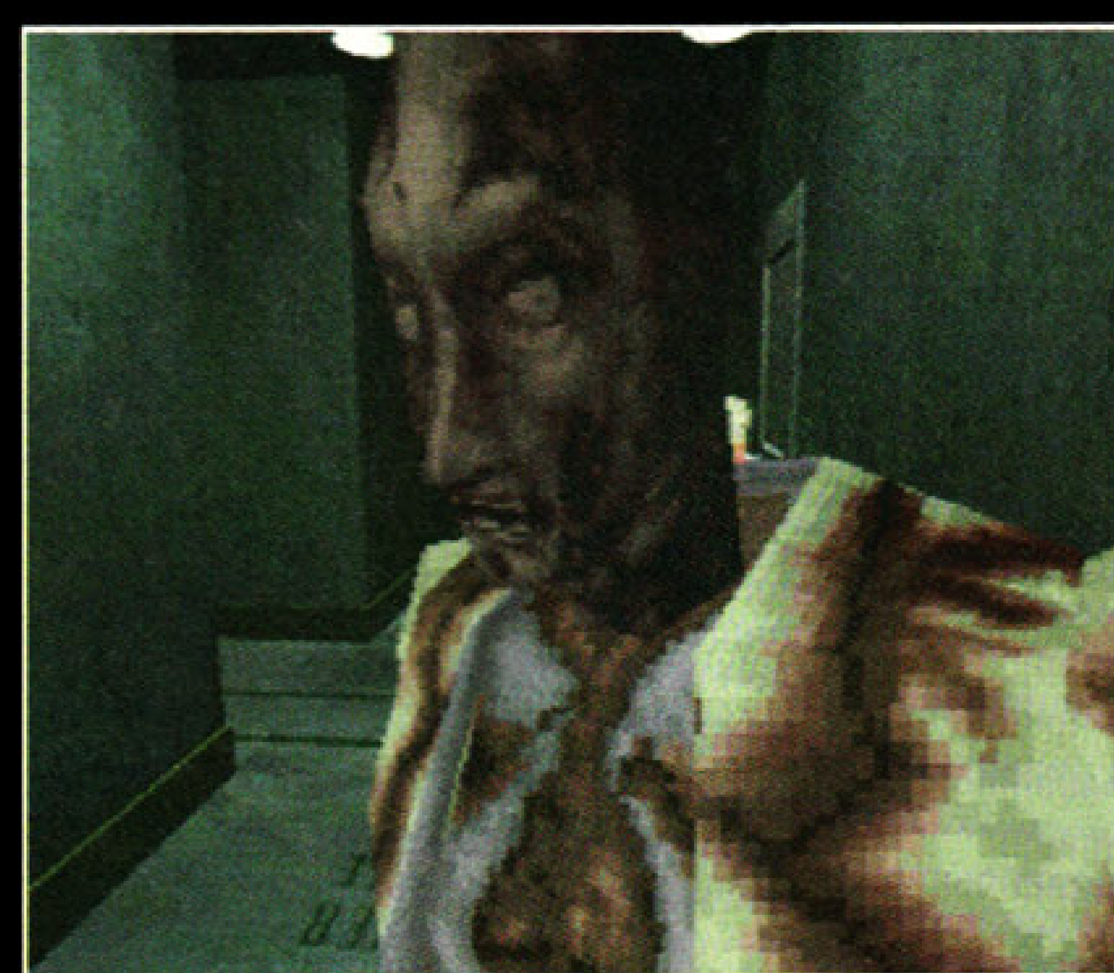


Collect as much ammo as possible before returning to the mansion.

Advance quickly to the door on Jill's left, avoiding the falling snakes. Store the herbs and first aid spray

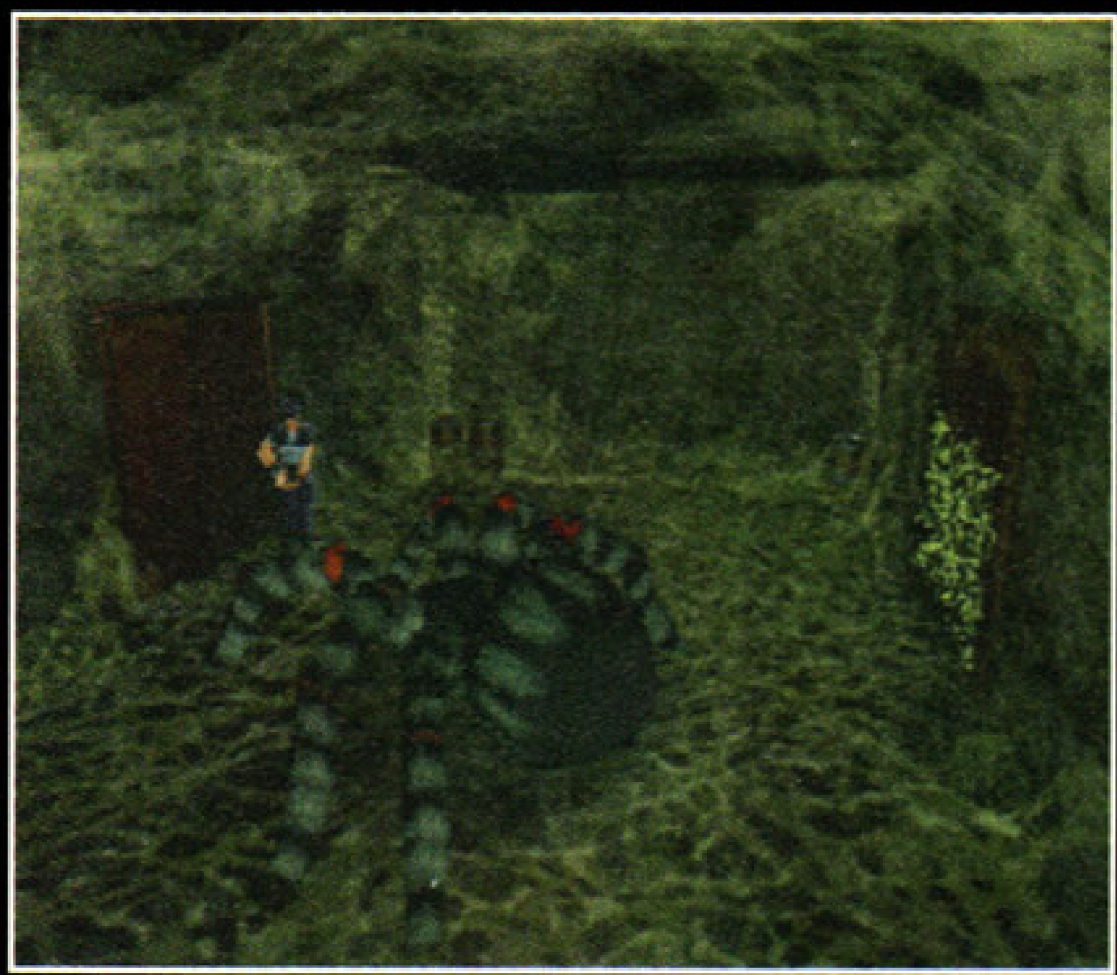


Jill takes the head clean off a zombified lab technician, allowing her to collect the stash of ammo just behind it.

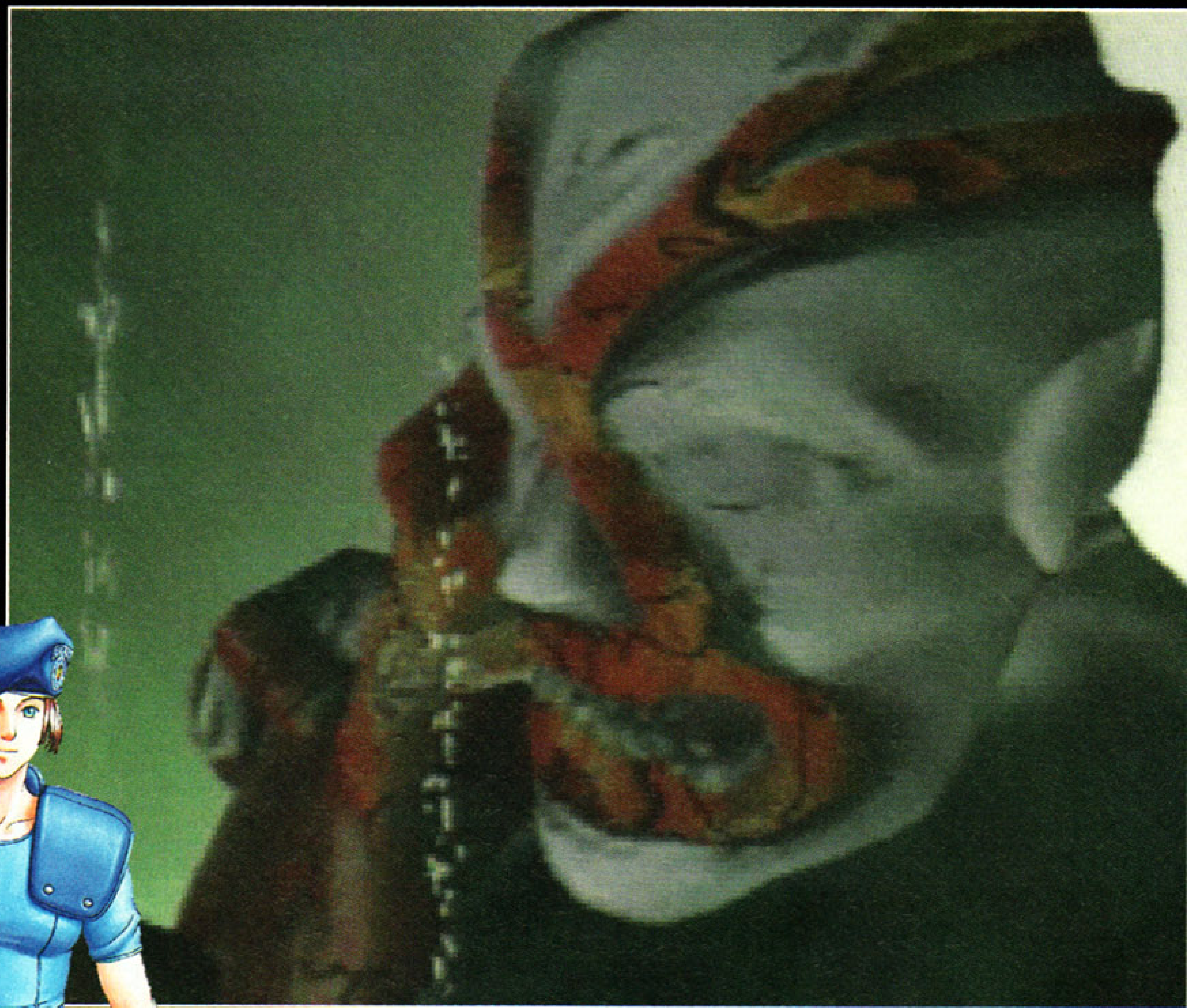


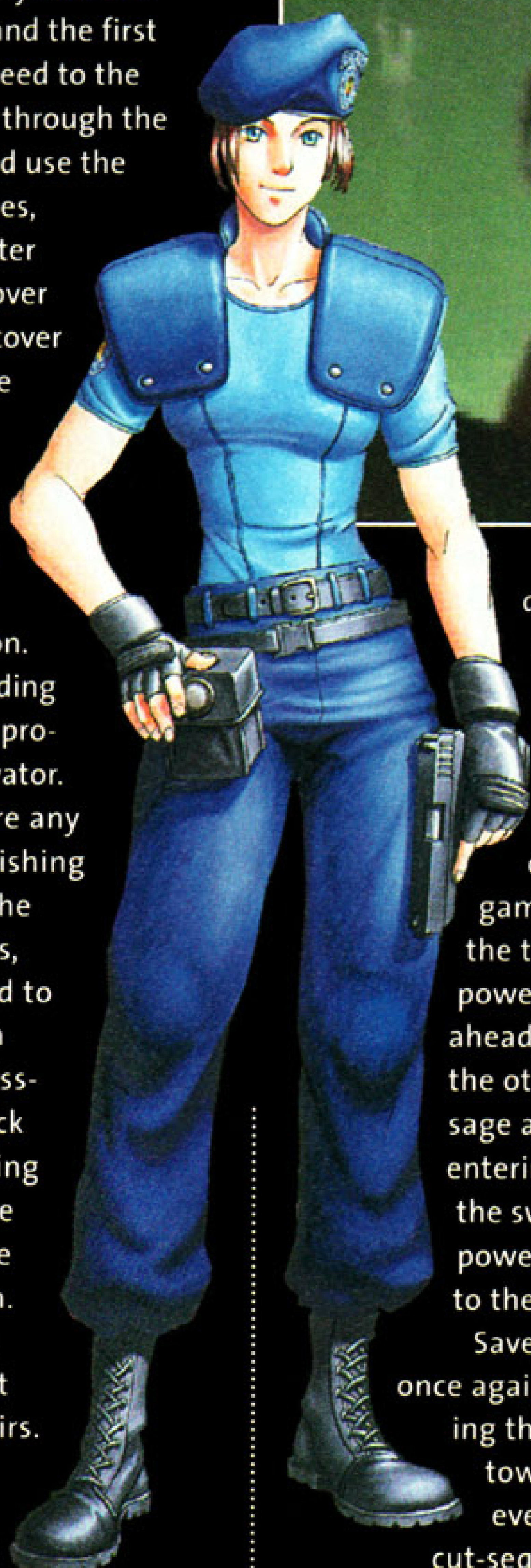


The Indiana Jones-style boulder chase sequence is in there.



Retrieve the flame rounds to see off the giant spider.





and save the game position if necessary. Exit the room, ensuring the hexagonal crank and the first Doom Book are in Jill's inventory. Proceed to the opposite end of the corridor and pass through the door. Take the passage to the right and use the hexagonal crank in the hole three times, revealing a secret room to the left. Enter the room and manoeuvre the statue over the floor panel (use the crank) and recover the second Doom Book. Proceed to the elevator around the corner and advance to the fountain area. Use the herbs if necessary, before examining the two Doom Books. Face each book towards the screen and open, revealing the Eagle and Wolf medallion. Place the medallions in the corresponding holes in the sides of the fountain and proceed down the steps and into the elevator.

Climb down the ladder and store any unwanted items in the trunk, replenishing Jill's ammo and energy supply. Exit the room and shoot or avoid the zombies, taking the stairs to the right. Proceed to the left and enter the lab room, then turning on the computer. Use the passwords JOHN, ADA and MOLE to unlock the doors on both levels, before exiting the room and proceeding back up the stairs. Take the door to the left of the stairs and enter the conference room. Open the panel at the far left of the room and activate the switch. Collect the Lab Key and return down the stairs. Proceed straight ahead, turning left at the bottom of the corridor and using the lab key on the door directly opposite. Discard the key when prompted and enter the door, shooting the zombies and taking the door opposite.

Once in the storage room, take the opportunity to stock up on herbs and ammo and save the game position. Exit the room and take the the door to the left, entering the power room. Activate the panel straight ahead, before exiting the room through the other door. Follow the winding passage around the next room, exiting it and entering the generator room. Activate the switch on the generator to give power to the elevator, before returning to the storage room.

Save the game position and stock up once again on herbs and ammo, before exiting the room. Turn to Jill's right and run towards the elevator, where Barry will eventually join Jill. After the lengthy cut-sequence where the plot is revealed, kill the Tyrant boss by repeatedly shooting and running away from it. Recover the key from Wesker's body and activate the switch on the computer terminal before leaving the room.

The Tyrant boss is a bugger to kill, attacking his prey with a series of uppercuts before skewering them with his sharp claws.

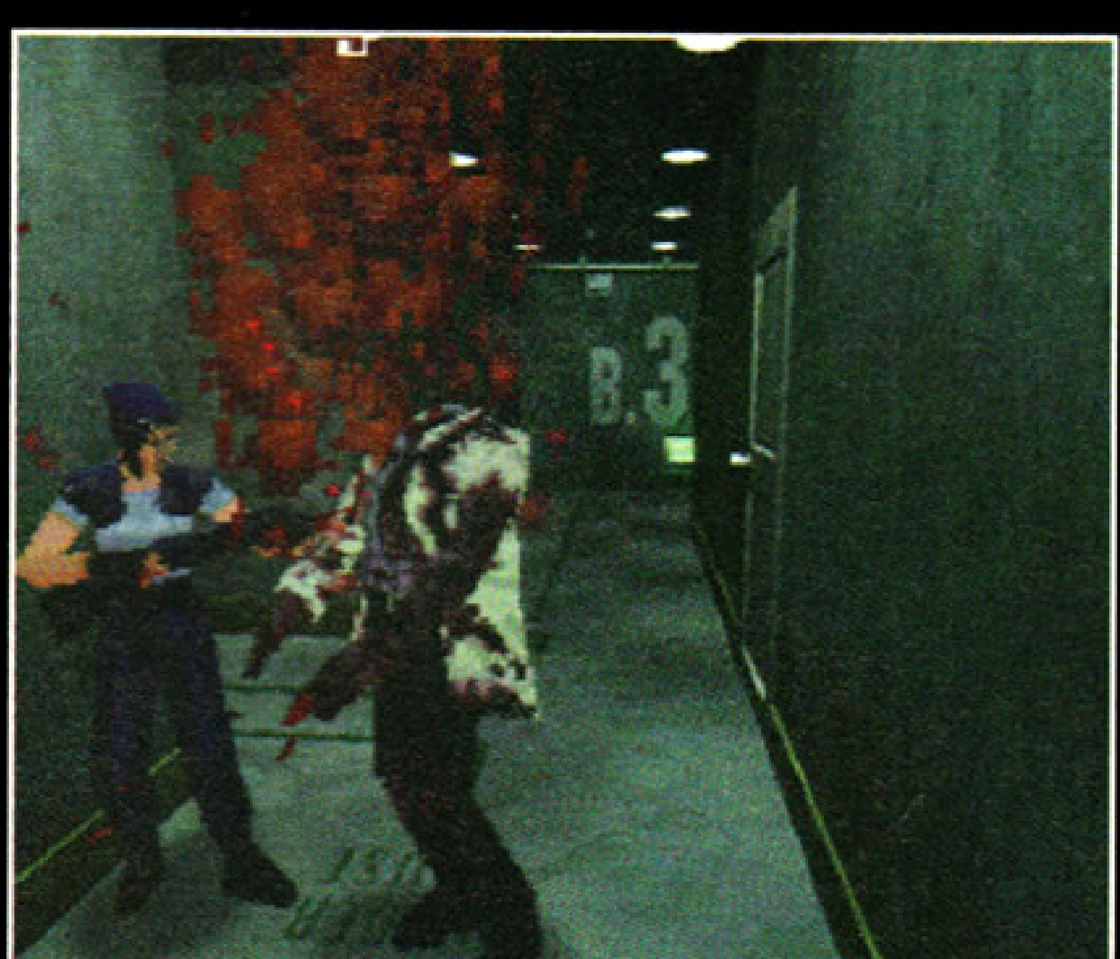




Return to the ladder next to the storage trunk, being wary of the Chimeras and zombies lurking around the corridors. After Jill's interaction with Barry, ascend the ladder and exit through the emergency doors. Follow the passage round, collecting the battery and using it to power the elevator. Ascend the elevator to the roof, where Brad will rescue Jill in the helicopter.

After the FMV sequence, players are shown their overall time for completing the game. If this guide has been followed properly, this should be well within three hours. If this is the case, save the game position when prompted before loading it once again. When the game restarts, players should find a rocket launcher and unlimited ammo in Jill's inventory.

NOTE: Once the rocket launcher and Battle Mode have been revealed, the only secret which remains for Jill is the change of costume. To access this secret, players need to rescue the hostages by collecting the MO disks in exactly the same way to Chris, as was detailed in last month's guide.



Towards the end of the game ammo becomes very scarce.



The power room is infested with a pack of deadly Chimeras.

COIN-OPERATED

September's 35th JAMMA show heralded the arrival of some truly cool arcade titles. Although the event occurred just as we were going to press, our Japanese correspondent, WARREN HARROD, has worked around the clock to bring you an exclusive first look at some of the awesome coin-ops you'll be playing in the coming months. This issue we take a look at Capcom's incredible winter line-up with more JAMMA coverage continuing next month.

SUPER GEM FIGHTER: MINI MIX

BY	CAPCOM
BOARD	CP-SYSTEM 2
TYPE	BEAT 'EM UP
COMPLETE	100%

All your favourite characters from Capcom's most popular games have been super-deformed and brought together for the most zany and frenzied beat 'em up ever. Supported by a humourous and original story line, they may be small but the battle rages as hot as ever. Although originally billed as Pocket Fighters, Capcom's latest arcade scrapper is still every bit as bizarre as its title suggests.

CONTROLS

Thanks to the simple single stick and three button configuration (punch, kick, special), Super Gem Fighter is ridiculously easy for anyone to learn. Yet the game contains a deep level of strategy which can be achieved through mastery of special moves and combos. This simple but in-depth approach should allow both beginners and experts to enjoy the game.





CUTE & FUN!

The super-deformed characters from Super Puzzle Fighter II Turbo are back and ready to jump into the head-to-head fighting game arena! They're all over the screen with their insane moves and wacky animation but don't be deceived by its appearance, this is one serious fighting game! Making their appearance in miniaturised form are Ryu, Ken, Chun Li, Sakura and Zangief from the Street Fighter Zero series; Morrigan, Felicia and Hsien-ko from the DarkStalkers series; Ibuki from Street Fighter III and Tessa from WarZard.

GEMS! GEMS! GEMS!

By collecting power gems players can enhance their existing special moves. Watch your character's abilities increase dramatically in power and speed depending on the gem's colour. You can collect your own gems or even steal gems from your opponent. Laugh with joy as your opponent's attacks power-down after you steal their gems then use their own gems against them by powering-up your own attacks! There are three types of gems: red, yellow and blue. Depending on the colour their effects vary with different special attacks being powered-up by different coloured gems. There are three levels of power-up that gems can give to the special attacks. All gems have a fixed time limit before they then disappear so it's vital that you use them during that period.



Super Gem Fighter: Mini Mix is sure to end up on the Saturn.







Ah... aren't they lovely? This should be a really cool game.



One Capcom fighting game even the PlayStation should handle.

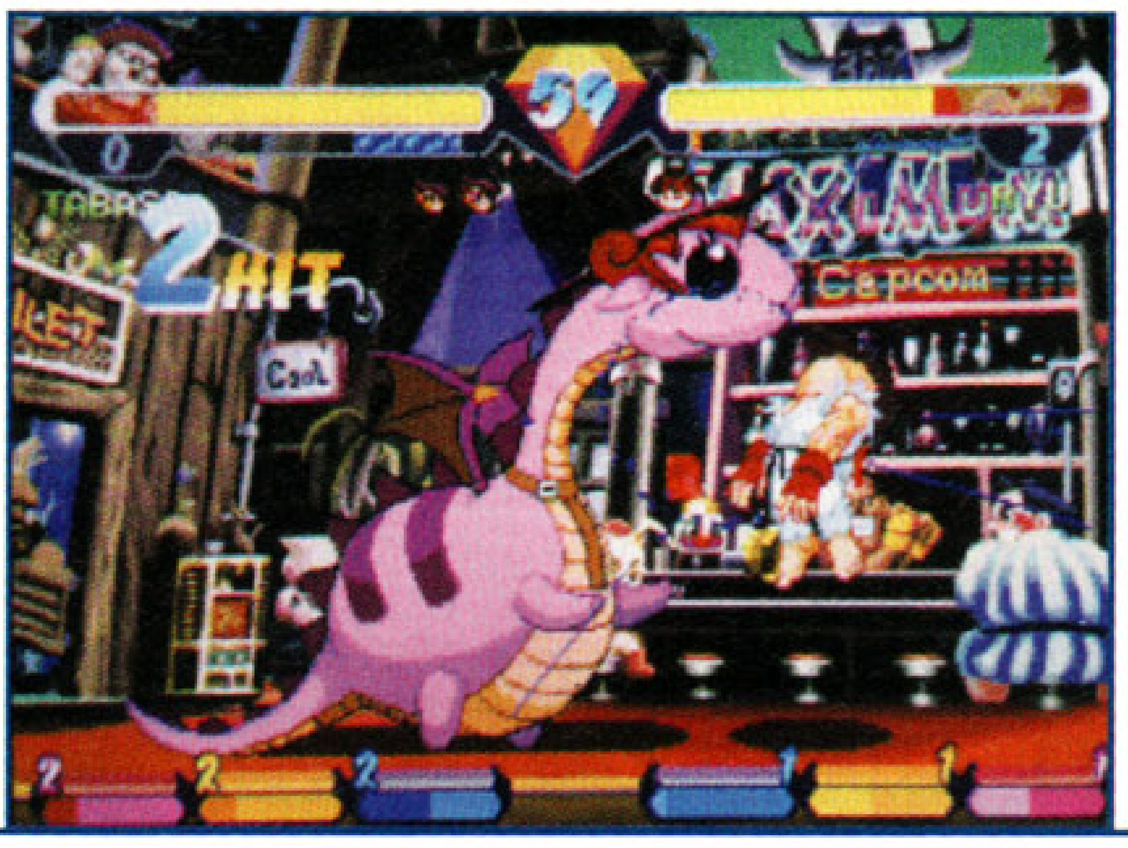
COSTUME COMBOS!

With well-timed punch and kick attacks you'll be able to execute an all-new Flash Combo. During this combo the player's attacks and costume are constantly changing. There are up to four continuous attacks in a combo. Each time you press a button, your character's costume changes one after another along with the move! Every character has a complete set of costume changes. For example, Morrigan dresses as a nurse, Zangief dresses as a building site worker and Felicia dresses up as some of the other DarkStalkers characters.

CAPCOM CAMEOS

Check out the hilarious stage backgrounds. Hidden in all of the levels are loads of Capcom characters doing the most unexpected things in the most unexpected places. How many can you find?





STREET FIGHTER 3: SECOND IMPACT

BY	CAPCOM
BOARD	CP-SYSTEM 3
TYPE	BEAT 'EM UP
COMPLETE	100%

The new generation has arrived... again! Yes, the finest animated fighting game in history has been improved even further with all new features and fine-tuned adjustments bringing the world of Street Fighter to life like never before. Capcom has listened to player criticism of SF III and pushed the game to its limits. The results are amazing.



NEW CHARACTERS

Two all-new characters join the existing eleven next generation warriors for even more extreme fighting action. They are:



URIEN: The Dark Horse Destroyer.

He was created to be a conqueror and an emperor. He possesses super human abilities and has even earned the trust of Gill (final Street Fighter III boss). However, a deadly desire to usurp Gill's power quietly burns in the back of his mind. Is he destined for eternal glory or ultimate destruction?

HUGO: The Iron-Blooded Giant.

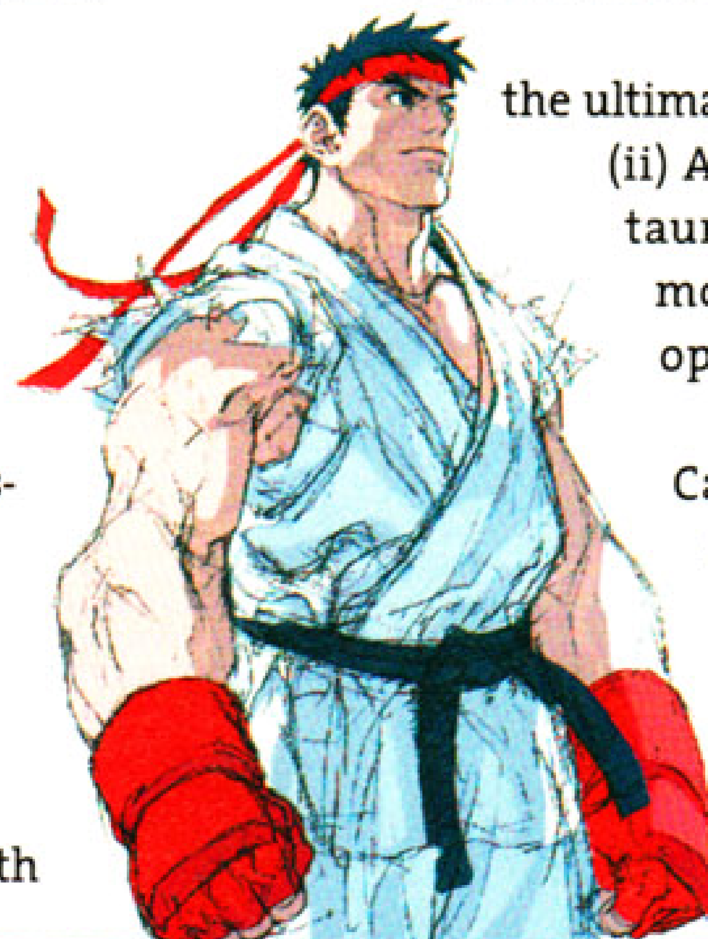
A top-ranked German wrestler in the American pro-wrestling circuit whose height is over 240cm and who weighs 200kg! His enormous muscle power allows him to move nimbly despite the huge mass of his body.

NEW FEATURES:

(i) An all new EX level for special moves. Annihilate your opponent with the ultimate version of your favourite moves.

(ii) Antagonise your opponent with a taunt. Each character has a new move to annoy and humiliate their opponent.

(iii) Remastered special effects. Capcom has redrawn all the game's special effects! In addition, Capcom has increased the number of animation frames to show amazing details right down to the drops of your character's sweat.







New characters, new situations, new techniques. Street Fighter 3: Second Impact looks cool.



The level of detail on the characters is superlative.



The artwork seen in Street Fighter 3: Second Impact looks even better than in the already stunning SF3!





Could this one day end up on the Saturn?





The CPS-III board used in Street Fighter 3 and its new sequel allows for some utterly spectacular 2D visuals.

RIVAL SCHOOLS

BY	CAPCOM
BOARD	N/A
TYPE	BEAT 'EM UP
COMPLETE	100%

The most popular Capcom coin-op of the show and one that should please fans of Arika's Street Fighter EX. Welcome to the school of fighting, Polygon Fighting, high school style! Capcom's latest 3D fighting game is a non-stop battle, accelerated at 60 frames per second in high-resolution mode! Although only 54% complete it's already showing plenty of potential and is looking great.

The game's story goes something like this: near the turn of the century, high school students are being mysteriously kidnapped. The students oppose a powerful enemy that even the police can't touch and so they rise to the occasion to take matters into their own hands. Remember, it's your school, it's up to you to defend it! Show them what you've got by cutting loose your energy and going for it! You must tear down the evil Justice Institute of Education!







If you're a fan of SF: EX, Rival Schools is right up your street.



HIGH SCHOOL RIVALS

There are four high schools each of which has three selectable students. Of course, being a Capcom game they aren't just ordinary students!

GORIN

This school has a sporting theme with all three students dressed in their respective sports gear. Choose from either volleyball, baseball or football.

PACIFIC

This is the American high school (the others being Japanese) which explains why one of the characters, Tiffany, is a very sexy cheer leader!







Loadsa cool characters and tag team two-player action.







Capcom's latest 3D beat 'em up is a fighting masterpiece!



TAIYO

The most normal looking students (by this game's standards anyway), including the Sakura look-a-like school girl, so they're probably red hot.

GEDO

All the students look like high school drop-out juvenile delinquents. There's a huge school bully, a motor-bike thug and a punk with a knife.

SKOOL RULES!

Players choose two characters from the same school, one of which is the main character and the other is the support character. Usually you fight with one character while the other waits off screen. Players can swap between characters during the round. In addition, there are commands which allow you to bring the support character on while the main character is still there for a powerful combination attack.

There are between five to eight stages in the game, depending on the characters you choose and the way the story develops. The final goal is to thwart the sinister ambitions of the teachers at the evil Justice Institute of Education!

CONTROLS

Rival Schools uses Star Gladiator's one stick and four buttons set-up (weak/strong punch, weak/strong kick). Using them in combination produces a wide range of offensive and defensive capabilities as well as jumps and special movements.

THE POWER OF YOOF!

New to this game is the "Youth Gauge." As you fight and guard against attacks the gauge fills up. At the beginning of each stage it already has five points stocked in it. You can build it up to a maximum of nine points. Players can also carry the points over from one round to the next but you can't carry them over to the next stage. With the correct command sequence you can use these points to execute super combos (one point) and bring your support character on screen (two points).

COIN-OPERATED EXTRA

Last month's new Coin-Operated section was such a soaraway success with our readers that we're going to be bringing you the very latest arcade cheats, tips and special moves each and every month! Big thanks this issue go out to our top mates at AM1 for supplying us with some EXCLUSIVE House of the Dead secret stuff...

THE HOUSE OF THE DEAD

As the greatest light gun shooter in existence (beating even Virtua Cop in our opinion), House of the Dead is a truly frightening game. Shuffling zombies, weird mutated creatures and a creepy Resident Evil-style atmosphere make AM1's creation an arcade classic. Of course the good news is that Saturn owners can look forward to a home version in early '98 but until then here are a few cool cheats to test out on the coin-op.

KEY: L = Pull Player One's gun trigger
R = Pull Player Two's gun trigger





Put your money in but don't start a new two-player game just yet. Instead, wait until the House of the Dead title screen appears. When it pops up, press the left and right gun triggers in the order specified below and then press the Start button to begin. When the game commences the desired cheats entered below will be in effect.



NOTE! The following commands must be entered on the title screen only. If you delay and the game demo continues none of the cheats will work. If you continue after losing lives then the changes will remain, but if the game finishes then you'll need to reenter the commands. The codes activate visual changes only! They don't affect the game play in any way so you'll still meet the real Sophie (three Sophies in one room is pretty cool!) Likewise the character's voices don't alter either even when Tom Rowgun and G have been replaced by Sophie. However, all the in-game movie sequences will be replaced.

Wow! Agents Tom Rowgun and the mysterious G are now joined by the sultry Sophie. She sure is nimble little minx.



PLAYER ONE
Clothes Change (Agents Tom Rowgun and G now wear trendy designer suits)

Shoot in the following order: Left player, Left player, Right player, Left player, Left player.

PLAYER TWO
Clothes Change

Shoot in the following order: Right player, Right player, Left player, Right player, Right player.

PLAYER ONE AND TWO
Simultaneous clothes Change

Shoot in the following order: Left player, Right player, Left player, Right player, Left player, Right player.

PLAYER ONE
Change into Sophie

Shoot in the following order: Right player, Left player, Right player, Right player, Left player, Left player.

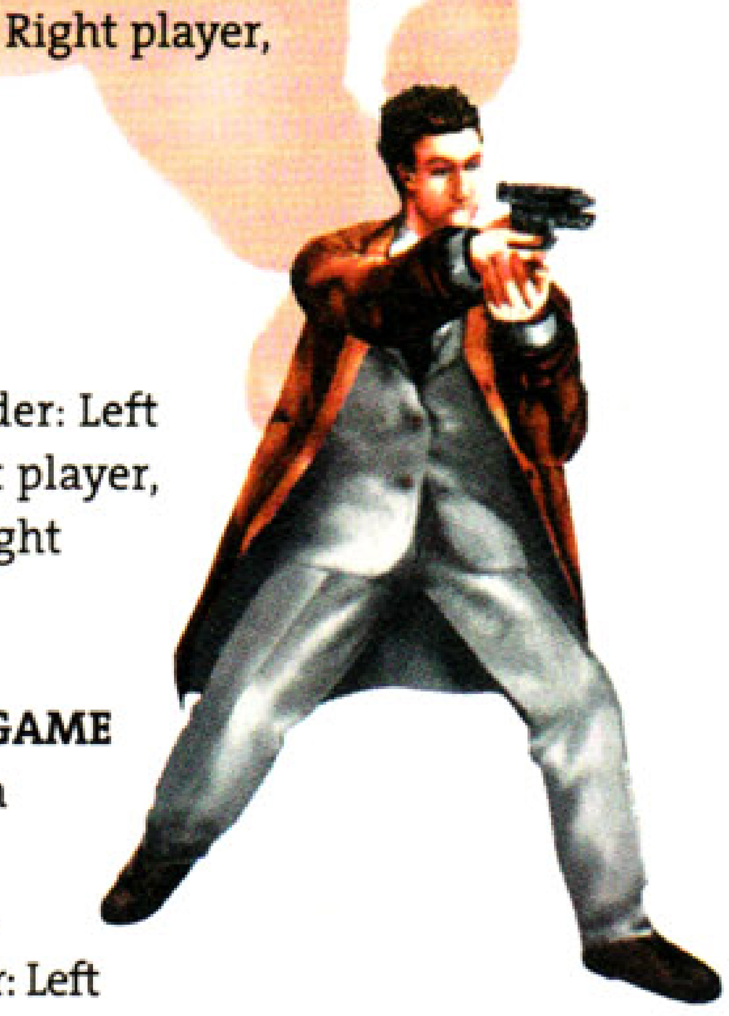
PLAYER TWO
Change into Sophie

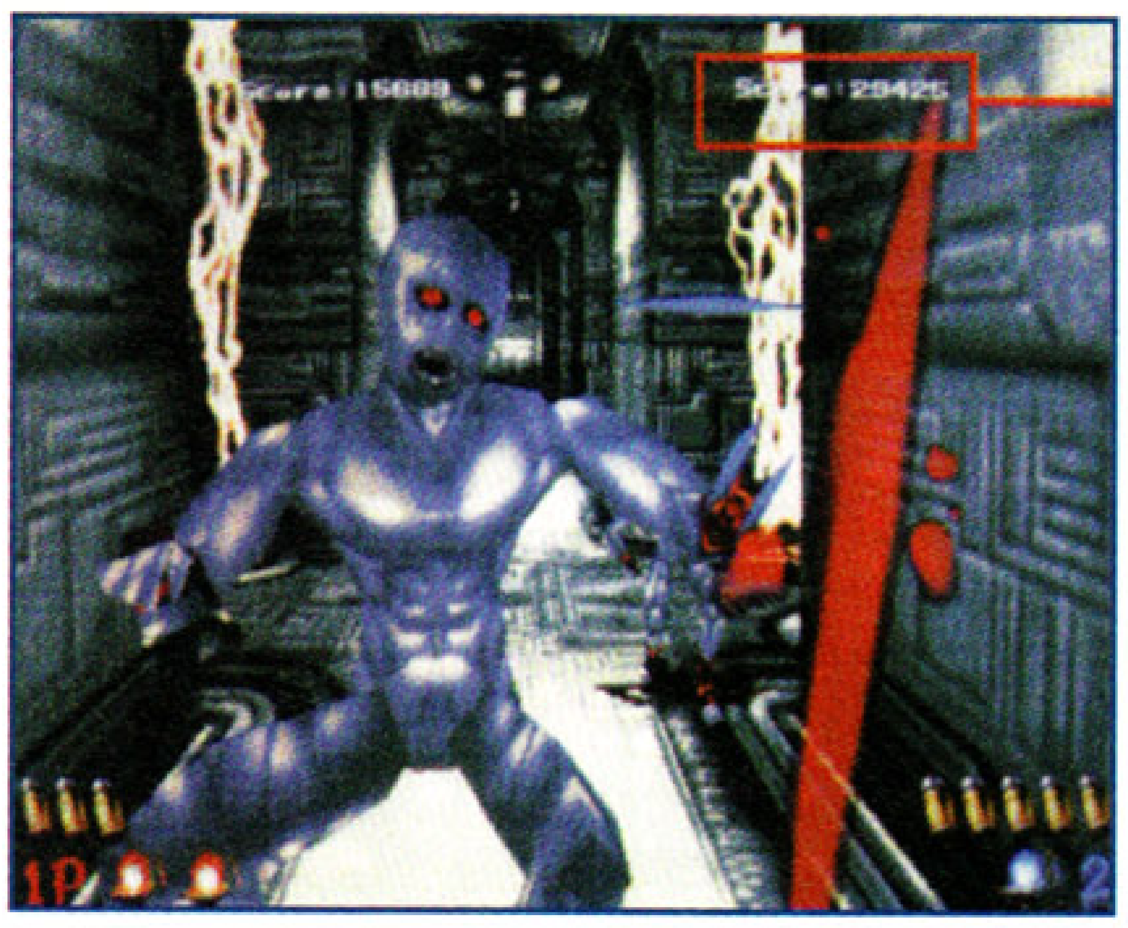
Shoot in the following order: Left player, Right player, Left player, Left player, Right player, Right player.

PLAYER ONE AND TWO
Change into Sophie

Shoot in the following order: Left player, Right player, Right player, Left player, Left player, Right player.

DISPLAY SCORE DURING GAME
See how far you are from obtaining the game's 62,000 point challenge...
Shoot in the following order: Left player, Left player, Left player, Right player, Right player.





Keep an eye on your overall game score with this nifty cheat. Can you reach the 62,000 target and access more secrets?



Yeah, sister! Sophie gets some of her own back thanks to AM1's hidden babe code. Mmm... babes.







ISSUE #2 DEC 95
Reviewed: Virtua Fighter 2, Virtua Cop, Firestorm: Thunderhawk 2, Hi-Octane, Victory Boxing, Golden Axe: The Duel, Mansion of Hidden Souls, Hebereke's Popoito, CyberSpeedway. Showcased: Virtua Fighter 2, Firestorm, X-Men: Children of the Atom.



ISSUE #3 JAN 96
Reviewed: Sega Rally, F1 Live Information, Galactic Attack, Mystaria, Worms, Virtua Racing, Off-World Interceptor. Showcases: Guardian Heroes, Mystaria, FIFA '96... plus all the secrets of Virtua Cop! Plus ultimate Sega Rally coverage... the BEST racing game!



ISSUE #4 FEB 96
Reviewed: Wing Arms, FIFA '96, Virtual Golf, Johnny Bazookatone, Toshinden, Cyberia, Casper, D, True Pinball, World Cup Golf. Showcases: Vampire Hunter/Street Fighter Alpha, D and all the secret cheats of Sega Rally! Plus Panzer Zwei AND part one of the VF2 Masterclass!



ISSUE #5 MAR 96
Reviewed: X-Men: Children of the Atom, Darius, Baku Baku Animal, NFL Quarterback Club, Hang On '96, Titan Wars. Showcases: Euro '96, Legend of Thor, Street Fighter Alpha, X-Men, Guardian Heroes, Panzer Zwei! Plus: VF2 masterclass and Sega Rally guide!



ISSUE #6 APR 96
Reviewed: WipEout, Magic Carpet, Street Fighter Alpha, Shellshock, Valora Valley Golf, Shining Wisdom, Gex. Showcases: Magic Carpet, Gun Griffon, MK3, Panzer Zwei, DarkStalkers/Vampire Hunter. Plus: VF2 Masterclass part three AND a cool WipEout guide.



ISSUE #7 MAY 96
FREE! REVIEW AND TIPS BOOK! And! NiGHTS revealed! Reviews: Euro '96, Panzer Zwei, Defcon 5, The Horde, Nightwarriors/Vampire Hunter, Revolution X, Alone in the Dark 2. VF2 masterclass: the penultimate edition. WipEout guide part two, plus all the X-Men moves too!



ISSUE #8 JUN 96
Heart of Darkness featured... and it's still not out! Reviewed:Guardian Heroes, Ultimate Mortal Kombat 3, In the Hunt, Discworld, 3D Lemmings. Showcases: Panzer Zwei final, NiGHTS, Guardian Heroes final update. Full detailage on top games still worth buying today!



ISSUE #9 JUL 96
Full E3 report with first Cop 2 coverage! Reviewed: Loaded, Need for Speed, Shockwave Assault, Big Hurt Baseball, Blackfire, WWF, Striker, Virtual Open Tennis, Ghen War. Showcases: Sonic X-Treme (now canned!), VF Kids, Exhumed, Space Hulk and of course NiGHTS!



ISSUE #10 AUG 96
NiGHTS: Sonic Team's amazing game finally arrives! Reviewed: NiGHTS, Road Rash, Primal Rage, Slam and Jam, Starfighter 3000, Olympic Football, Sea Bass Fishing, Pro Pinball. Showcases: Athlete Kings, VF Kids, Alien Trilogy. Also: Guardian Heroes Tips!



ISSUE #11 SEP 96
Amazing Candy Fighting Vipers Cover! Reviewed: VF Kids, Alien Trilogy, Athlete Kings, Exhumed, NBA Action, Space Hulk, Keio Flying Squadron, Bust-A-Move, Story of Thor, PowerPlay Hockey. Showcases: Sega Ages, Cop 2, Soviet Strike. Plus: Shining Wisdom tips



ISSUE #12 OCT 96
Daytona CCE revealed! Reviewed: WorldWide Soccer '97, Fighting Vipers, Actua Golf, Destruction Derby, Blam! Machinehead, Bubble Bobble Pack, Highway 2000. Also included: Awesome NiGHTS guide that will blow you away. And! The dread arrival of The Master!



ISSUE #13 NOV 96
Amazing Street Fighter Alpha 2 coverage! Reviewed: Street Fighter Alpha 2, World Series Baseball 2, Tomb Raider, Earthworm Jim 2, Impact Racing. Showcases: Vipers part 2 plus programmer interview, Tomb Raider. Plus: tips to get you all the way through Exhumed!



ISSUE #14 DEC 96
World's First Virtua Cop 2 Review! Also reviewed: Daytona CCE, Amok, Street Racer, Hardcore 4x4, Chaos Control, Three Dirty Dwarves, Blazing Dragons, Crimewave, PGA Golf '97. Showcases: Cop 2, Christmas NiGHTS, Daytona CCE. Lobotomy Software interviewed!



ISSUE #15 JAN 97
COVER CD WITH VIRTUAL ON, DAYTONA CCE, WORLDWIDE SOCCER, TOMB RAIDER! Reviewed: Virtual On, Blast Chamber, NHL Hockey '97, Command and Conquer, Sega Ages, Mighty Hits, Tetris Plus, Breakpoint, Krazy Ivan, Tunnel B1, Madden '97, Jewels of the Oracle.



ISSUE #16 FEB 97
Amazing Fighters MegaMix Coverage! 16 pages of small tips – it's all in here! Reviewed: Sonic 3D Blast, NFL Quarterback Club '97, NBA Jam Extreme, Toshinden URA, Tempest 2000, Batman Forever, Bug Too!, Dark Savior. Showcases: Bug Too! Tomb Raider guide part one!



ISSUE #17 MAR 97
Manx TT Exclusively Revealed! Reviewed: Die Hard Arcade, Crusader, Hexen, Die Hard Trilogy, Grid Run, Andretti Racing, Tilt, Soviet Strike. Showcases: Hexen, Soviet Strike, Fighters MegaMix, Die Hard Arcade. Tips: Tomb Raider part two. Exhumed Team Dolls!



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ISSUE #20 JUN 97
Last Bronx Revealed! More incredible Quake! Reviewed: Fighters MegaMix, King of Fighters 95, Pandemonium, Mr Bones, Mechwarrior 2, Scorcher, Shining the Holy Ark. Showcases: Pandemonium, Mechwarrior 2, Shining Holy Ark! Tips: MegaMix, Die Hard part three, Hexen part one.



#21 JUL 97
WipEout 2097! Resident Evil/ Marvel Super Heroes exclusive! Reviewed: Jonah Lomu Rugby, Battlestations, ID4, Actua Soccer Club Edition, The Crow. Sonic Jam feature! Double AM3 interviews: arcade Top Skater, Last Bronx! Tips: Shining Holy Ark part one, MegaMix part three, Hexen part two!



ISSUE #22 AUG 97
Sonic R revealed! Special E3 Report! Reviewed: Sonic Jam, Dark Light Conflict, Dragon Force, WipEout 2097. Previews: Quake, Marvel Super Heroes! Showcased: Dragon Force, Last Bronx, WipEout 2097, Enormous Resident Evil guide! Tips: Hexen Final Part, Shining the Holy Ark Part 2.



ISSUE #23 SEPT 97
Marvel Super Heroes exclusive! Reviewed: Resident Evil, Warcraft II, Williams' Greatest Hits, Discworld 2. Previews: Touring Car, Grandia, Croc, Salamander Deluxe Pack! Showcased: Marvel Super Heroes, Resident Evil, ThunderForce V, Last Bronx. House of the Dead Interview. Final Shining the Holy Ark guide!



ISSUE #24 OCT 97
Panzer Dragoon Saga exposed! First look at Burning Rangers! Reviews: Duke Nukem 3D, Last Bronx, Marvel Super Heroes and Frankenstein. Previews: SWWS '98, Quake and Formula Karts. Showcased: Croc, Duke Nukem 3D and Marvel Super Heroes. Coming Soon: Sonic R, Silhouette Mirage. Plus Last Bronx, Resident Evil and Wipeout guides!

Back Issues

HOW TO ORDER:

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SEGA SATURN

OUT NOW

MARVEL SUPER HEROES
By Capcom 95% £44.99

Okay... you've bought X-Men: Children of the Atom, you own Street Fighter Alpha 2. Just why should you bother with Marvel Super Heroes? The answer to that is simple: MSH is quite simply the most stunning 2D fighting game that you can own. The original arcade machine was the most advanced use of Capcom's proprietary CPS-II coin-op board - a 2D monster that shouldn't be possible on any home machine. Despite this, Capcom have performed wonders in bringing the arcade game home.



For a start, all of the features from the coin-op are present. Just about all the graphics have been crammed into the Saturn with varying degrees of success. Whereas Spider-Man, Wolverine and all of the small characters are nigh-on identical to the arcade game, the likes of Blackheart and Juggernaut have suffered slightly. It doesn't really matter too much to be honest. And if you're really upset about it, you can always get a RAM cart from your local importer to sort out these extremely minor graphical deficiencies.

The Internet newsgroups have moaned consistently about slowdown in the game, but to be honest, this is a non-issue if you aren't using the RAM cart. So our advice is simple: sit back and enjoy the most brilliant Capcom fighting game on the market. Fighting game purists may prefer Street Fighter Alpha 2 or King of Fighters, but for the average Saturn owner who wants the best characters, the best graphics and the most accessible gameplay, you can't help but choose Marvel Super Heroes as the superior fighting experience. GET IT NOW! If it wasn't for the appearance of Duke Nukem this month, MSH would easily be Game of the Month!



DUKE NUKEM 3D
By Sega 97% £49.99

GAME OF THE MONTH SEGA SATURN MAGAZINE

Everyone knew that Lobotomy Software would do a great job converting across Duke Nukem 3D from PC to Saturn... but when you actually sit down with the final game and get busy, you can't help but get completely blown away by what Seattle's finest coders have achieved.

For a start, every level from the PC version has made it across, virtually unchanged from the original. In fact, in some cases, the Saturn version looks better, thanks to the brilliant dynamic lighting effects that Lobotomy have added. Then there's the speed. The sheer fluidity of Saturn Duke will have you gasping with amazement. Even Exhumed isn't as smooth (or indeed as detailed) as Duke. Oh, and the PAL version is full-screen, full-speed too - another great achievement from the Lobotomy masters.





But the showpiece of the Duke Nukem experience is the gameplay - just the way the entire game gels together. The range of weapons, the puzzles and the monsters that you face as you race through the 30-odd levels is just incredible!

The final icing on one of the most delicious cakes we have ever clapped eyes on is the addition of Lobotomy's multiplayer masterpiece, Death Tank! This game is reason enough to go out, buy a multitap and round up five mates for the ultimate in multiplayer gaming! You cannot avoid this game - to do so is to insult the Saturn and all it stands for!

The decision is simple. Get the cash together, purchase this game and feel the power!

LAST BRONX
By Sega 92% £44.99

AM3's first fighting foray was a celebrated arcade experience in Japan - a graphically brilliant slugfest featuring brutal weapons and violent, psychotic urban warriors. And it's frankly amazing just how close the Saturn version is.

Last Bronx is the first fighting game since Virtua Fighter 2 to feature amazing high resolution visuals running constantly at 60 frames per second. What's more, it's the first fighting game that actually surpasses VF2's stunning graphics: some of the 3D backgrounds are simply mind-blowing.

As a gameplay experience, Last Bronx is vastly different to VF and Fighting Vipers. In fact, it's probably closer to the Tekken series in terms of gameplay. However, the classiness of Last Bronx derives from the moves - this is quite clearly the most violent fighting game we've seen to date - Kurosawa (the man with the large stick) in particular stands out as a completely nasty piece of work.

The usual meticulous Sega work has been carried out in making PAL Last Bronx every bit as good as the NTSC original. Additionally, the game has been toughened up beyond all measure when compared to the Japanese import version. Last Bronx only comes on one disc in the UK as opposed to the Training Mode extra CD the Japanese received. However, all of the good stuff from the second disc (such as a combo training mode) has been ported onto the basic one disc package. So that's cool then.

Overall, Last Bronx is amazing. It surpasses VF2 and Fighters MegaMix in terms of graphics and if you're a fight fan after a new Saturn experience, this game is the one for you. However, if you just want the best 3D fighting game, look at MegaMix and VF2 first.



FRANKENSTEIN
By Interplay £39.99 76%

After the initial surprise generated by a completed Saturn game arriving with no prior warning whatsoever, even stranger events took place when we realised it was not the usual scrolling beat 'em up that we normally expect from a licensed game, but one of those interactive puzzle games that PC owners seem to like so much.

Frankenstein's monster is the star of the game, and players find themselves waking up in the body of said monster, without a clue as to what's happening. It's a very original idea to be honest - there's no plot or explanation as such to start with, it's just a case of examining each location for interesting items and waiting for the story to unfold. Clicking on parts of the scenery or curious looking objects usually turns up something helpful, or some background information about the Doctor, and the mad scientist himself is on hand in the digitised form of top actor and quite-famous-bloke Tim Curry, who pops up with handy explanations and tips to break up the large number of still screens that make up the game's visuals.



The graphics are a clever mix of still backgrounds with the occasional digitised clip shown over the top, which surprisingly works rather well. Click on some papers left lying on a table for example, and the Doctor suddenly appears and warns you to keep your prying eyes to yourself.

After exploring the castle, players encounter the first puzzles - trying to activate Frankenstein's lightning storage machine is one of them, and it's quite fun throwing switches and seeing what happens, but these moments are a bit too far apart to really raise the interest level.

As it is, Frankenstein is just about bearable, and puzzle game fans may well enjoy the more cerebral challenge it presents, but I am contractually obliged to say that the majority of Saturn owners will find this rather heavy going, and should seek out more stimulating leisure software.

Introducing...

HERC'S ADVENTURES









Fans of Konami's old Zombies Ate My Neighbours will be well at home with Herc's Adventures. The concept is nigh-on identical (bar the setting) and the exact same team behind the old Megadrive and Super NES classic coded up this new game.

Although better known for its quality Star Wars-themed titles, LucasArts has been producing awesome graphical adventures for longer than most of our readers have been breathing. With such legendary titles as Indiana Jones and the Fate of Atlantis, Monkey Island and Day of the Tentacle under its belt, LucasArts has a proven track record when it comes to delivering humourous, slick and playable adventure games.

In an effort to further expand its talents, LucasArts has recently completed work on Herc's Adventures, a sprawling cartoon-tinged game that at first glance could almost be mistaken for a Disney title (by the way, there's no connection to Disney's forthcoming Hercules animated film or PlayStation game). The difference here is that LucasArts has foregone the text-heavy elements of its past games and concentrated on more light-hearted and action-packed moments. The result is a a witty and enjoyable Saturn title that mixes puzzle-solving and sword play with magical powers and Greek mythology. Although Herc's Adventures doesn't exactly push the Saturn's hardware to the limit, it's clear that LucasArts has exploited the machine's proven 2D abilities to produce incredible animations whether they monstrous giants or sultry sirens. Players explore a series of increasingly bizarre worlds on a quest to stop the devious Hades from stealing Spring. With super human strength and the odd magical weapon or two, Herc battles barbarians, sea serpents, Cyclops and Ray Harryhausen-style skeletons in order to save the day.

Already out in the US, Herc's Adventures was due to be released in the UK in September by Virgin Interactive. However, a slimming down of the company's Saturn titles means that this impressive LucasArts game has slipped into "release limbo." With Virgin handing some titles to Sega (witness Resident Evil) and completely ignoring others (MegaMan X4), it remains to be seen whether Herc's Adventures will ever see the light of day over here.

If you're lucky enough to own an import machine (or an adapted PAL Saturn), we definitely recommend picking up a US version of the game. If you're a player who recognises quality programming and enjoys tongue-in-cheek humour, Herc's Adventures is definitely for you.

Herc's Adventures has been brought about mostly due to the upsurge in popularity of the mythical character, thanks to the enjoyable Hercules: The Legendary Journeys TV show.





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